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# N64 Pro



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Issue 8 June '98

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# The team!

*When we were young*



## Alex

Fave toy: *Subbuteo*  
Fave record: *Money, Money, Money* (Abba)  
Fave colour: *Red*  
Fave TV show: *Fingerbobs*  
Fave sweet: *Twix*  
Fave pet: *Mandy* (cat)

## Jim

Fave toy: *Action Man*  
Fave record: *Stand & Deliver* (Adam & The Ants)  
Fave colour: *Blue*  
Fave TV show: *The Goodies*  
Fave sweet: *Spangles*  
Fave pet: *Flash* (tortoise)



## Steve

Fave toy: *Evel Kniefel stunt bike*  
Fave record: *Green Door* (Shakin' Stevens)  
Fave colour: *Sky blue*  
Fave TV show: *The 'A' Team*  
Fave sweet: *Fizz bomb*  
Fave Pet: *Baldrick* (guinea pig)

## Noely

Fave toy: *Stretch Armstrong*  
Fave record: *Call Me* (Blondie)  
Fave colour: *Red*  
Fave TV show: *Monkey*  
Fave sweet: *Curly Wurly*  
Fave pet: *Bobby* (poodle), but wanted a monkey



## Mark

Fave toy: *Millennium Falcon*  
Fave record: *Our House* (Madness)  
Fave colour: *Green*  
Fave TV show: *The Fall Guy*  
Fave sweet: *Sherbet dip*  
Fave pet: *Fred* (tortoise)

## Lewis

Fave toy: *Action Man horse*  
Fave record: *My boomerang won't come back* (Charlie Drake)  
Fave colour: *Crayola Blue*  
Fave TV show: *Six Million Dollar Man*  
Fave sweet: *White rock*  
Fave pet: *Quinn* (Irish red setter)



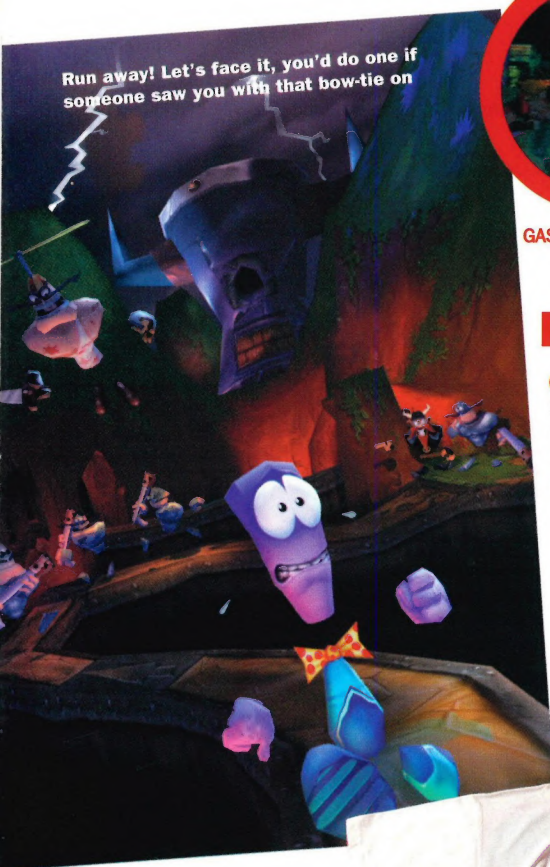


# N64 Pro

ISSUE 8 JUNE 1998

# CON

Run away! Let's face it, you'd do one if someone saw you with that bow-tie on



GASP – breath-taking



GT 64 – burnin' rubber



## PREVIEWS

### 62 More Than Just A Game?

Noely, the guy who's been playing ISS since the day of its release in Japan, brings you everything you need to know about **International Superstar Soccer '98**

### 66 Lurking Beasts

Acclaim's N64 output is getting to be as prolific as Andy Cole. **Shadowman** is set to continue their amazing N64 gaming tradition

### 68 Bumblin' And A-rumblin'

**Buck Bumble** and **Tonic Trouble** have already been under our preview microscope, but since then both games have come on like nobody's business. Here's what they're like now as their release dates loom

### 72 Taking the Acclaim

Just to back up what was said seven lines ago, the glorious **All Star Baseball** takes centre stage in between **Turok 2** and **Extreme G 2**

## COMPETITIONS

### 76 £2,000 Competition

The world's most valuable and exciting competition pages make a welcome return for all you greedy people out there and as ever it's a cinch to enter. The stuff on offer for nowt this month includes carts, graphic novels, boot bags and T-shirts



## CODES, TIPS & GUIDES

### 53 Quake 64 – Expert's Guide

Noely, king of **Quake** during his shameful days on drab PC mag PC Home, snatched this cart from under our very noses the moment it arrived. He knows the game like the back of his frag and all he wants to do is pass on his encyclopaedic knowledge to you

### 58 You Cheatin' Bast@\*%

We've really done you proud this month with our search for the latest and greatest cheats to help you get more out of your favourite console. Ways to win at **1080° Snowboarding**, how to find Alcatraz in **San Francisco Rush**, get debug mode in **Quake 64**, turn the characters into elephants in **Puyo Puyo Sun 64**, get bloody everything in **Top Gear Rally**, hammer **Yoshi's Story** in record time, triumph at **Snowboard Kids** and last but by no means least, pack your pistol with the finest gold-tipped **GoldenEye 007** cheats

## FREE Posters & Stickers

Given away **FREE** with this issue are two posters and 16 stickers. Poster #1 is the **World Cup Wallchart** which you can use all the way up to the **World Cup Final**, following the progress of your favourite teams. Poster #2 is to mount your **STICK WITH N64 PRO** sticker collection. Complete your collection over the next two issues!

SEE PAGE 6



Yoshi's Story – Egg-cellent!



Rampage World Tour – oh dear





Air Boarder 64 - no need for snow

## COVER STORY

**WORLD CUP '98**  
A five page special WORLD  
EXCLUSIVE review of EA's bid to  
create the all-time greatest footy game  
**PAGE 16**

## REGULARS

### 07 News

Steve takes you through the latest happenings in the ever-changing world of the N64. **Mortal Kombat 4**, Chinese Chess, N64 internet gaming, Electronic Arts and the **64DD** are just some of the many bulletins featured

### 88 Feedback

The letters and the emails are flying in as thick and fast as Chris Eubank. Write in, get your letter printed and win a big bag of Spook peripherals

### 92 A-Z Reviews

Which N64 games you have to buy, which ones you should ponder over and those you shouldn't touch wearing a pair of large white Mickey Mouse gloves



Wild Choppers - 'copter-tastic



Wetrix - better than Tetris!

## REVIEWS



### 16 World Cup '98 by Noely

The battle for World Cup gaming supremacy is very much a two horse race. Electronic Arts' fine effort is the first to be played through to golden goals extra time and penalties

### 22 G.A.S.P.: Fighters NEXTeam by Mark

Until he reviewed Konami's latest versus beat'em-up, the only art Mark was deadly at was potato printing

### 26 GT 64 by Noely

Don't worry readers, GT 64 isn't published by GT Interactive! Phew. It's Ocean/Infogrames' latest saloon car racer

### 30 Susume! by Alex

Known puzzle game fan Alex has a do at the latest two-player Tetris clone from the land of the rising sun

### 34 Air Boarder 64 by Mark

BMX fan Mark swaps wheels for turbos as he hovers around the play area trying to get involved with the environment surrounding him (in an ironic reflection of his true-life experiences)

### 38 Yoshi's Story by Steve

The first real UK PAL review of Yoshi's Story. We know this because Nintendo don't give any mags the final carts until a week before their official release and Yoshi came in just before our deadline

### 44 Rampage World Tour by Alex

Remember the following phrases - 'back to the drawing board', 'avoid like you would the local Jehovah's Witnesses' and 'retro shame'

### 46 Wild Choppers by Mark

Mention the word 'chopper' to Mark and he'll start salivating wildly, repeating the sinister mantra 'I'll review it... I'll review it...'

### 48 Wetrix by Steve

We've saved the best 'til last. The puzzle game that's been in development for ages, looking dull all the way, is actually amazing

## FEATURES

### 78 Peripherals

Paul Noel beckons you inside his seedy world of all things peripheral. Be brave, for many never return...

### 80 Six Of The Best V

Jikkyou World Soccer is on the menu this month as another six scorchers are revealed to one and all

Poor Debbie  
couldn't afford  
dental floss





# Give away

## Your FREE posters and sticker collection

There's nothing worse than getting something for free and not knowing what to do with it. So here's some handy instructions **ALEX**



Here's what to do with your poster. Stick it on the wall with the World Cup wallchart facing outwards, watch the World Cup and write in all the World Cup results as and when they come in. When the World Cup's over, turn the poster onto the other side, stick your first set of stickers on and wait patiently for the next two sets of stickers, provided FREE with the next two issues. When you've stuck 'em all on, marvel at how beautiful it looks and think to yourself, 'That looks superb. Thanks N64 Pro - I'll be sticking with you until I die. Or at least until a better console comes out in which case I'll drop you like a large, heavy hot potato'



# JIM 3

worming this way

Autumn '98

[www.interplay.com/ej3d](http://www.interplay.com/ej3d)



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# News

By Steve, Alex, Bub and Akira

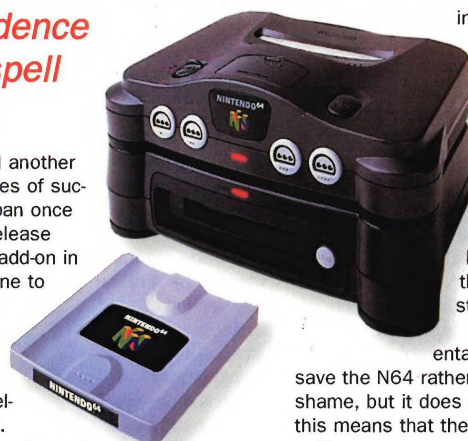
## Despair and Disappointment

*Lack of confidence in N64 may spell doom for DD*

THE 64DD has received another body blow to its chances of success with Nintendo of Japan once again pushing back the release date of the revolutionary add-on in its home territory from June to the much less committed 'within the year' timeframe. Nintendo were again apologetic and described the recent developments as 'unfortunate'.

Apparently, the new delay is again down to lack of confidence in the launch software line-up although the N64's continuing poor performance in Japan must be weighing heavily on the decision making process as well. We'd say that, reading between the lines, the problem does not lie with the DD or its software and the blame should lie fairly and squarely at the feet of the main console itself.

When you think about it logically the pieces begin to fall into place. The long-term strategy projections would have read something like 'launch N64 in Japan to massive success and acclaim, wait a year or so allow-



ing time for launches in all other territories. Then release the 64DD with Pocket Monsters games guaranteeing that the DD is the first successful video game console add-on in history!' Great plan. Or it would have been if the Japanese public had played along. The fact is that the N64 is simply not strong enough in native Nintendo country to guarantee anything other than a huge flop at this stage. Plan B anyone?

The back-up strategy appears to entail having to let Pocket Monsters save the N64 rather than make the DD, which is a shame, but it does sound like a good plan to me! All this means that the DD cannot and will not launch now until someone comes up with a big enough game to persuade people that this is something no N64 owner should be without. Will that game be Donkey Kong Country 64? Let's hope so, and you can bet your life that's exactly what Nintendo are also banking on!



**“It's a scandal and not the first time Rapide have been caught red-handed breaking publishing rules. Readers want magazines they can trust and advertisers want magazines which are effective.”**

Robin Wilkinson, IDG Publishing Director

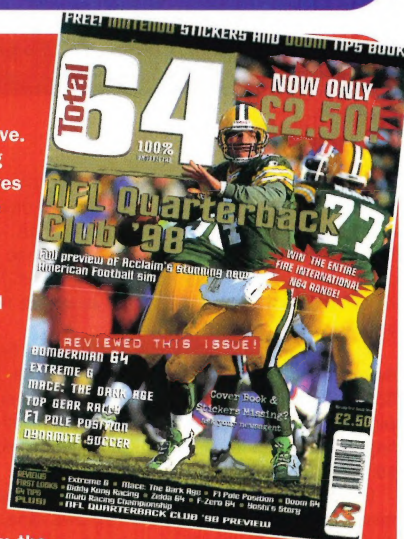
## Total Bollocks

RAPIDE Publishing's Total 64 'magazine' recently printed a misleading table boasting that they were selling lots more mags than us. Let's set the record straight shall we? To quote respected industry weekly CTW, the "figures were combined totals from the UK and overseas versions."

Total 64's claimed sell-through was a combined sale of German, US and UK issues. Rest assured, N64 Pro readers, that we're selling more than them over here. Our mag is written first and foremost for British N64 owners and we're sure you'll agree that we are the undisputed kings of quality N64 magazine publishing. IDG Publishing Director, Robin Wilkinson, stated that: "It's a scandal and not the first time Rapide have been caught red-handed breaking publishing rules. Readers want magazines they can trust and advertisers want maga-

zines which are effective. Professional publishing companies like ourselves need protecting by the ABC audit rules from this type of activity."

Two rival publishers have also noticed Total 64's ahem... economy with the truth by saying, respectively, "They're clearly out to deceive people" - Jane Ingham and "Rapide certainly appears to be leading the markets in which it operates - albeit from the rear" - Andy McVitie. Stripping away all the false figures it turns out that the actual sales of Total 64 in the UK amount to the slightly less impressive figure of 14,018.



Is Total 64 the No.1 unofficial N64 mag? 14,000 UK readers can't be wrong surely?

## All I wanna do is rock



Work continues apace on the sequel to the surprisingly popular San Francisco Rush. It's not, as many people expected it would be, a version of the arcade game Rush: The Rock, but a brand new N64 product tentatively dubbed Rush 2: Extreme Racing. Atari Games talked about a few of the gameplay-enhancing features currently being implemented for the title, and also a handful of options still to come.

Unlike the first game, Rush 2 isn't exclusive to San Francisco and races will take place throughout eight huge tracks spanning the entire United States. A few key locations mentioned include Hawaii, Las Vegas, Los Angeles and Hollywood. Amazingly Atari claim that they will also include the Rush: The Rock Arcade game, but only as part of a much bigger package!

One of the objectives is said to be to score as many points possible and collect items with absolutely no time limit with points being awarded for stunts performed. For example, a 360° spin in the air and a perfect landing would give you a huge bonus. But that's not all, there are also two 'wild levels,' one of which is expected to be a 1080° style half-pipe! No details yet on a possible release date, but speculation suggests that this could well be one of the big hits next Christmas.



# News

● Last month we reported that Acclaim were getting a little worried about their AcclaimSports Soccer game in the face of stiff competition. Well, this month they're not just worried, they've canned the whole project! ●

## Charts

### UK Chart

- 1 - Yoshi's Story
- 2 - GoldenEye 007
- 3 - Fighter's Destiny
- 4 - Snowboard Kids
- 5 - WCW vs NWO

### N64 Pro Chart

- 1 - Wetrix
- 2 - 1080° Snowboarding
- 3 - Jikkyou World Soccer 3
- 4 - Quake 64
- 5 - Susume (Bowling)

### Games Most Wanted

- 1 - Zelda 64
- 2 - ISS '98
- 3 - Banjo-Kazooie
- 4 - F-Zero X
- 5 - Mission Impossible



## Faster than a speeding wheelchair

*Is it a bird? Is it a plane? No, it's a quadriplegic*

OLD Christopher Reeve may not be quite up to the task of donning the famous blue tights and red underpants combination any more, but that shouldn't stop you having your chance in Titus' eagerly awaited Superman: The Animated Series. It's been public knowledge since before the N64 launched that the game was being worked on, but Titus have been particularly stingy on the old screenshot front. Up until now that is.

The game casts you in the role of Clark Kent and sees you taking to the skies over Metropolis to protect it from its higher than average proportion of loonies and psychopaths. Apparently, Titus is planning to put every single villain who has appeared in the animated series into the game, including Lex Luthor, and as you can see here, the N64 Metropolis looks just like the real (animated) thing.

Players will be able to enter buildings as well as fly above them, and you can of course also visit the Daily Planet Building and meet Lois Lane and newspaper editor Perry White. Kryptonite will feature heavily in the plot, and one particular villain, (thought likely to be Lex

Luthor) has hidden Kryptonite diffusers around the city of Metropolis. And obviously, given 'Supe's vulnerability to the little green rocks, you must find these before all your energy drains away.

Flight is of course a major aspect in the game, and Titus is promising that flying around the city will give a true feeling of freedom to the game. They're also pledging that the game will be fully playable at May's E3 exhibition, so we'll hopefully be able to tell you how it's shaping up in a couple of issue's time.



**“ You're going to be blown away by Turok 2 and some of the other games you're going to see from Acclaim. ”**

Howard Lincoln, Chairman of Nintendo America

## Strike a pose

CAVE Entertainment (remember they're the spin off company from Square's US division) are lining up Player 1's second N64 game – Milo's Bowl-A-Rama – following the surprise success of their first effort Robotron 64. And finally some screenshots have become available for you to have a good old gaze at.

As the name suggests the game has a bowling theme, but that doesn't really do it justice. Milo's Bowl-A-Rama combines the wacky style of crazy golf with ten pin bowling in a Jetsons-style futuristic setting. As you can imagine, this odd idea makes for some very interesting gameplay scenarios.

In addition to standard straight bowling lanes, there are lanes with bumpers, U-curve lanes, 10 degree angled lanes, S-curve lanes, zigzag lanes, multi-layered lanes and even corkscrews! Player 1 has developed a realistic physics model, both for the bowlers and the bowling balls, with players automatically approaching the lane until they are given complete control of a bowler's wrist, which they can pivot



round a certain number of degrees in order to control both the direction and spin of the ball.

Everything is controlled via the analogue stick and the system is said to be quite revolutionary. Players can put spin on the ball, make it bounce, curve it to one side or even bend it around a corner! The longer a player lasts the more experienced their bowler becomes, which leads to more techniques and hidden lanes.

I'm not normally a fan of ten pin bowling (it's one of my life's ambitions never to actually play it for real) but this looks quite enticing. Keep your eyes peeled for a full preview in the near future, but for now just have a goosy at these...



EA Sports were so impressed with Tiburon – the developers of the stunning Madden 64 – that they bought the company! Well, a controlling stake in it at least, which should guarantee the Madden series will go from strength to strength on the N64! ●

## Bogus man!

*1080° delay looks like getting a frosty reception from UK gamers*

**Y**OU'RE not going to like this one little bit, but the marketing men have been poking their noses in again and, in their infinite wisdom have decided not to launch 1080° Snowboarding in the UK until November!

The game still debuted around the world on its original date (it's out now), but it was thought that the fact that we're now plunging headlong into British Summertime would make Nintendo look foolish (and of course damage sales) were they to launch a snow-based game at this time. And you have to say they do have a point.

However, there is a counter argument which states that a good game is a good game all year round, and surely anyone who's into snowboarding enough to actually care that it's essentially a winter sport will be out there doing it in November instead of playing a video game recreation?

All sounds a bit over cautious to me, and the news is sure to provoke a furious reaction from British gamers already starved by the lack of top quality software, but we'll just have to trust that THE Games know what they're doing.

Don't blame me though readers, I'm just the messenger. Although it's not quite so bad for me because I can load up either the Japanese or American versions any time I feel like it. But if I were you, I'd be pretty annoyed...



**UK owners will have to wait until much later than the rest of the world to get their hands on 1080° Scandalous**

## Illegal Pock Fighting



**Hot on the heels of the announcement of the 64DD delay came the expected news that Pocket Monsters have shifted their considerable appeal away from the rewritable disk format and onto cartridge.**

At the time of writing Pocket Monster Stadium (that's the fighting game where you pit two monsters again each other in cruel fashion) is confirmed as a cartridge package bundled with the 64 GB Pak – see Noely's Peripherals section on Page 78 for more details – but it's unclear whether Pikachu Genki DeChu and Pokemon Snap will make the same leap in the near future. Common sense would suggest that at least one game (probably Pikachu although Snap's photo album feature makes that equally well suited to a writable format) will be held back to help launch the DD, but things are changing so quickly these days that all this is merely speculation.



## Worst film of all time

**D**EVELOPERS of the Nintendo published Tetrisphere – H2O Entertainment – have signed on with Titus to produce their upcoming game Blues Brothers 2000, which is obviously based around the awful film of a similar name. Hang on, does that mean that a sequel to the film is also in the offing? Please God no!

Anyway, putting that hideous thought aside, some details of the game have already leaked out to us here at N64 Pro. Blues Brothers 2000 will offer similar platform action to Titus' previous Blues Brothers games, only this time in the now almost mandatory 3D setting.

A representative of the French company told us that the gameplay will involve lots of music and dancing, and feature many 'rocking' tunes from the movies. Good news because if there's one thing that H2O's previous N64 effort is remembered for, it's for showing that the N64 can produce excellent music tracks. H2O's expertise in this area should bode well for Blues Brothers 2000. Look out for Blues Brothers 2000 in the second quarter of 1999.



**Titus will have to make Blues Brothers 2000 a whole lot better than their previous effort if they're to persuade gamers to shell out**

**“We'd say that, reading between the lines, the problem does not lie with the DD or its software and the blame should lie fairly and squarely at the feet of the main console itself.”**

64DD stalls again



● Good old Mark. In last month's Talkin' Shop he reported that Virgin MegaStores were selling a 'mega bundle' for £149.99. This should have actually read £159.99. If this keeps up we'll have to rename the section Talkin' Bollocks! Sorry about that... ●

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free memberships  
to give away. Write  
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below and we'll do  
the rest

**Come and join  
us for nowt**



On May 1, Berkshire-based company Terminal is to launch gameterminal, a second-hand software swap, buy & sell website. For a £5 yearly subscription to [www.gameterminal.com](http://www.gameterminal.com),

members will be able to buy new games and educational software (as if!) with money back offers, swap games with other members or simply buy and sell. Formats include PC-CD, PI\*\*Station, Sega, Amiga and, most importantly, N64.

Sue Malcolm, a director of Terminal, commented, "The potential of connecting members with second-hand software to an unlimited audience will revolutionise this market. Not only will members be able to trade in used software but they will benefit from new titles with money back offers... the site is designed with the user very much in mind and we will constantly monitor feedback from our members."

For the chance to win a free membership write to Free Gameterminal Membership, IDG Media, FREEPOST, Media House, Adlington Park, Macclesfield SK10 4YE.

## Ocarina keeps bad time

*Zelda 64 hops aboard the slow boat from Japan*

NINTENDO'S stalling tactics continue this month with the news that *Zelda 64: Ocarina of Time* has been delayed in Japan. Despite going into Beta testing a couple of months ago, it seems as though there must still be some work to be done before the game is satisfactorily completed.

According to Nintendo Japan, *Zelda* is now expected to slip down the release schedule to somewhere around Autumn time. A spokesperson for the company commented that the delay was



Despite the delay, *Zelda's* English version releases should be unaffected. Allegedly

needed so that "players would be satisfied with the results." Fine sentiments I'm sure, but it does add another big wave to the already troubled sea of Nintendo. Choppy waters that were made even worse when it was also announced that Rare's *Banjo-Kazooie* is also to be delayed in Japan, although Nintendo America have stated that the delays will not affect the schedule in the US or UK.

Whether this turns out to be true is anyone's guess, but in *Zelda's* case it would mean that they're already working on the translation - something which Nintendo America stated they would never do, preferring to wait for the final code version. This would have made sense since time could now be wasted should the storyline and script be tweaked by Miyamoto at the last minute.

As it stands, *Banjo* will ship to US stores on June 15 and *Zelda* will be available in on PAL some time in the second half of 1998. But don't start holding your breath.



“The potential of connecting members with second-hand software to an unlimited audience will revolutionise this market. Not only will members be able to trade in used software but they will benefit from new titles with money back offers...”

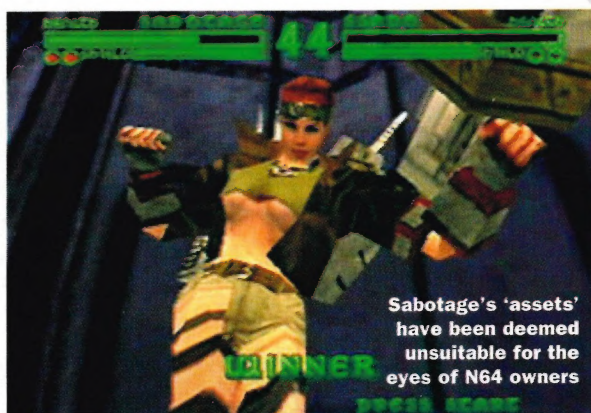
Sue Malcolm, Director of Terminal

## Put your tits away for the lads

CHECK this out for double standards! Bio Freaks, easily one of the bloodiest, most gruesome fighting games ever (with limbs being ripped off left, right and centre) is fine in the Nintendo censor's book, but ask him (or her) if one of the female characters can wear a T-shirt that's so short it occasionally reveals the odd flash of her 'naughty bits,' then you can see the steam coming out of their ears!

Midway have fallen foul of the wrath of the Jap equivalent of Mary Whitehouse on this occasion and have been forced to back down and give the character - Sabotage - a full length shirt. It doesn't affect the gameplay in any way, but it does raise a questions as to what the Japanese feel is and isn't acceptable for people to play on their consoles. Presumably decapitation and mutilation are viewed as good, clean family fun over there then?

Just so you can see what you'll be missing we've



Sabotage's 'assets' have been deemed unsuitable for the eyes of N64 owners

got our hands on a shot that shows just how tame the situation actually was, and I promise you, when you actually get to see the amount of blood in the game you'll be just as amazed as we are!



● The first cart ever to feature a built-in modem has hit Japanese shelves. Morita Shogi 64 allows players to battle it out over their telephone simply by plugging the phoneline into the cart! Amazing eh? Totally useless over here though – it won't work – so don't be fooled into buying one! ●

## Pulp fiction

**T**hree more graphic novel recommendations for you this month. First up is the latest X Files tale – Skin Deep – featuring four all new comic strip investigations into the paranormal. This, as with the previous novels, is an absolute must for any self respecting X Files fan – just don't try and read it with the lights out!

Next is Supergirl – a surprisingly enjoyable tale penned by Peter David of The Incredible Hulk fame. It's not actually published until June 5th though but is definitely worth seeking out if you're looking for some reading material while you're out sunning yourselves in the garden.

And finally there's Batman: Four of a Kind which sees the Caped Crusader doing battle in four all new adventures against four of his deadliest enemies – The Riddler, Poison Ivy, The Scarecrow and Manbat. All four are priced at a very reasonable £9.99 and should be on the shelves of any self respecting bookshop.



**Turn to page 76 to win one of 10 copies of either the X Files or Supergirl books**

## Phuture Phelines

*The age old cat versus rodent battle comes to the N64*

**M**EET the Scratch Cats, a band of feline freedom fighters dedicated to protecting Earth from its biggest threat yet – a band of hyper-destructive rats rampaging through the world. Welcome to Rat Attack, Pure Entertainment's new N64 game, due to be published by Mindscape in November. Mutant space-rats have returned to Earth with a fiendish plan – to create thousands of deadly rats that will triumph over all other species. Their method of destruction is awesome – damaging anything that stands in their way.

Rat Attack is a 1-4 player game in which players must clear 101 levels of rats. The action is viewed in hi-res 3D with a dynamic camera ensuring that all the essential elements are on screen at once – even in multi-player. The rats assault a series of rooms which represent individual levels, and it's your job as a Scratch Cat to catch them in the Eraticator, a rodent-sucking contraption that allows the Scratch Cats to suck the pesky pests into the Destructor.

As the game progresses, the rats become increasingly devious and additional contraptions, such as multipliers and mutators, appear. Most objects in a room can be moved or used to create obstacles or traps to make the Scratch Cats' nine lives easier, though the time limit ensures that nothing is easy.

The story mode offers single players definite objectives, and allows the Scratch Cats to explore many locations. In multi-player mode, Rat Attack sees players battling to trap rodents of their own colour whilst trying to hinder the progress of others. Secrets and bonus levels should offer a fresh challenge every time. More rodent-bashing information next month.



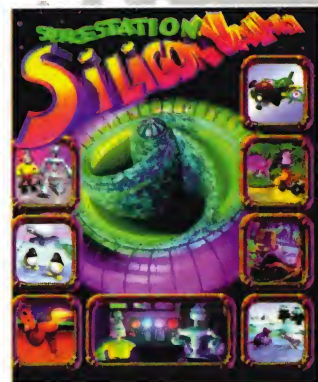
## Swap Shop

**H**AD enough of playing that same old game again and again? Fancy something new? The obvious solution is to do a 'swapsles' with someone and get a game that's fresh. So we're going to set up a (Noel Edmonds-style) Swap Shop.

Basically, it's a FREE reader advert section where you send us details of any game you want to swap or sell (no more than 30 words) and we'll print them in the mag. Remember to include your name, the city or area you live in and your phone number.

Don't send the carts to us because we'll pocket them and you'll never see them again (you've been warned!) and please try to be reasonable with your requests, we don't want to get 10,000 letters with "I'll swap MK Mythologies for GoldenEye or DKR." Okay! Send your advert to the usual address and be sure to mark the envelope 'Swap Shop.'

## Had its silicon chips?



What the hell has happened to DMA Design's Silicon Valley? Previewed way back in our very first issue we thought even then that it was going to be massive, but ever since it's been dogged by production problems (it went backwards and forwards between Nintendo and DMA for months without ever really progressing) and financial difficulties (previous publishers BMG have been involved in a protracted, and successful buy-out by Take 2 Interactive who will now publish the game). Thankfully, it's now back in a playable form and looking like it could well fulfil its potential at last!

The game itself is a strange one. Imagine if Super Mario 64 had been scripted by William Burroughs and you'll get some idea of Silicon Valley's gameplay. The title is still far from finished though. In fact, most of the levels are missing sound and important effects.

However, the potential for a truly unique and enjoyable experience is clearly there and our enthusiasm for the game is now right back up at the level it peaked at all those months ago! Silicon Valley is now tentatively pencilled in again for a release in the second quarter of this year.



# Release Schedule

Check it out! The ultimate N64 Release Schedule has been revamped and improved to make it even better than it was before. So you'd better appreciate it! Remember, there are more actual UK releases than shown here because actual dates are set very late in the day by THE Games. So don't start panicking or anything

**Key:** **Green** - UK Release **Blue** - American Release **Red** - Japanese Release  
**DD** - 64DD Game **Black** - No Specific details

## 1998

Bomberman: Queen Milian's Rescue . Hudson .....April 30  
All-Star Baseball '99 . . . . .Acclaim/Iguana .....April  
Mystical Ninja Starring Goemon . .Konami/KCEO.....April  
Mystical Ninja . . . . .Konami .....April  
Powerful Pro Baseball 5 . . . . .Konami .....April  
Robo Wrestling . . . . .Culture Brain.....April  
Tonic Trouble . . . . .Ubi Soft .....April  
UEFA Soccer '98 . . . . .Ocean .....April  
Wetrix . . . . .Ocean .....April  
Mike Piazza's StrikeZone . . . .GT Interactive.....May 12  
Forsaken . . . . .Acclaim/Iguana.....May 18  
World Cup '98 . . . . .EA Sports.....May 18  
Blo Freaks . . . . .Midway .....May 19  
Bust a Move 2 . . . . .Acclaim.....May 25  
MLB Featuring Ken Griffey, Jr. . .Nintendo/Angel Studios.....May 25  
All Star Baseball . . . . .Acclaim .....May  
Carbuncle's Adventure (Puyo Puyo Sun) Take 2.....May  
Deadly Arts (G.A.S.P.) . . . . .Konami.....May  
Pachinko 365 Days . . . . .Seta .....May  
Tonic Trouble . . . . .Ubi Soft .....May  
Virtual Chess 64 . . . . .Titus .....June 01  
GT Racing . . . . .Ocean .....June 02  
Jikkyou World Soccer '98 (ISS 2) .Konami .....June 04

## The next big thing...



Banjo-Kazooie is still the one that everyone's talking about, and there was great news from Rare this month that the game is way ahead of schedule and has had its release date brought forward by a month!



**Silicon Valley:** At last DMA are making some progress

**Forsaken:** We've had a go on an almost finished version of Acclaim's high-tech shoot'em-up and it's looking like it will be very special indeed when it's released in May



Quest 64 . . . . .THQ/Imagineer .....June 15  
Banjo-Kazooie . . . . .Nintendo .....June 15  
Chopper Attack (Wild Choppers) .Midway/Seta .....June 17  
Mortal Kombat 4 . . . . .Midway .....June 23  
Rakuga Kids . . . . .Konami .....June 23  
GT 64 . . . . .Ocean .....June 28  
Off Road Challenge . . . . .Midway .....June 29  
Dezaemon 3D . . . . .Athena .....June  
F-Zero X . . . . .Nintendo .....June  
World Cup '98 . . . . .Electronic Arts.....June  
GEX 2 . . . . .Midway/Crystal Dynamics.....June  
Hashire Boku no Uma . . . . .Culture Brain.....June  
Iggy's Reckin' Balls . . . . .Acclaim.....June  
International Superstar Soccer 2 .Konami .....June  
Mission Impossible . . . . .Ocean .....June  
Pokemon Stadium . . . . .Nintendo .....June  
Soccer . . . . .Parity Bit .....June  
UEFA Soccer . . . . .Ocean .....June  
Blo Tetris . . . . .Amtex .....Q2  
Conker's Quest . . . . .Rare .....Q2  
Fighting Cup (Fighter's Destiny) .Imagineer.....Q2  
Forsaken . . . . .Acclaim .....Q2  
F-Zero X Expansion Set . . . . .Nintendo.....Q2 **DD**  
International Superstar Soccer '98Konami.....Q2  
King Hill 64 Extreme Snowboarding .Kemco.....Q2  
Last Legion UX . . . . .Hudson .....Q2  
Legend of Zelda: Ocarina of Time .Nintendo.....Q2  
Let's Smash . . . . .Hudson .....Q2  
Mission: Impossible . . . . .Ocean/Infogrames.....Q2  
Ogre Battle Saga . . . . .Nintendo/Quest.....Q2  
Reckin' Balls . . . . .Acclaim .....Q2  
Rev Limit . . . . .Seta .....Q2





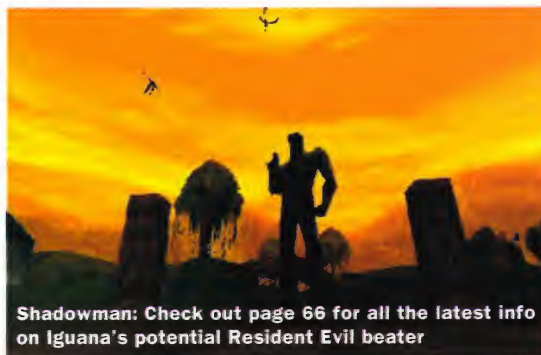
Rev Limit	.....Seta	.....Q2
Robotech	.....Gametek	.....Q2
SimCity 64	.....Nintendo	.....Q2 <b>DD</b>
Super Robot Spirits	.....Banpresto	.....Q2
VR 3000	.....Ubi Soft	.....Q2
WCW Wrestling	.....THQ	.....Q2
WWF: Warzone	.....Acclaim	.....July 14
Superman: The Animated Series	.....Titus	.....July 25
Cruis'n World	.....Nintendo	.....July 27
Alice's WakuWaku Trump World - Col. 3 Bottom Up	.....July	
Choro Q64	.....Takara	.....July
Flying Dragon	.....Natsume	.....July
NBA Basketball (NBA Courtside)	.....Nintendo	.....July
Nintama Rantarō 1-2-3	.....Culture Brain	.....July
Robotech: Crystal Dreams	.....Gametek	.....July
World Grand Prix	.....Video System/Paradigm	.....July
GEX - Enter the Gecko	.....Crystal Dynamics	.....August 26
Banjo-Kazooie	.....Nintendo/Rare	.....August
Earthworm Jim 3D	.....Interplay	.....August
NBA Jam '99	.....Acclaim	.....August
Turok 2	.....Acclaim/Iguana	.....August
Ultra Baseball 64	.....Culture Brain	.....August
NFL Blitz '98	.....Midway	.....September
Buck Bumble	.....Ubi Soft/Argonaut	.....September
Extreme-G 2	.....Acclaim/Probe	.....September
SimCopter 64	.....Maxis	.....September
Tonic Trouble	.....Ubi Soft	.....September
Turok II: Seeds of Evil	.....Acclaim/Iguana	.....September
Twisted Edge Snowboarding	.....Midway/Boss	.....September
Banjo & Kazooie's Adventure	.....Nintendo	.....Q3
Beadaman 64	.....Hudson	.....Q3
Blades of Steel '98	.....Konami	.....Q3

## One to watch...

NFL Blitz, Midway's NBA jam style American footy game could well break the sport into the video game big time over here. Fast action and big hits should guarantee success!



Bomberman Hero	.....Nintendo	.....Q3
Buck Bumble	.....Ubi Soft	.....Q3
Castlevania 3D	.....Konami	.....Q3
F-Zero X	.....Nintendo	.....Q3
Jest	.....Ocean	.....Q3
Jinsei 64 Mezase! Resort King	.....Taito	.....Q3
Knife Edge	.....Kemco	.....Q3
Knife Edge	.....Kemco	.....Q3
Konami Hockey '98	.....Konami/KCEO	.....Q3
Last Legion UX	.....Mindscape/Hudson	.....Q3
Legend of Zelda: The Ocarina of Time	.....Nintendo	.....Q3
Legend of Zelda: The Ocarina of Time	.....Nintendo	.....Q3
Nushi Tsuri 64 (Master Fishing)	.....Pack-In Soft	.....Q3
Space Circus	.....Ocean	.....Q3
VR Pool 64	.....Crave	.....October 02
1080 Snowboarding	.....Nintendo	.....October
Bass Hunter	.....Take 2	.....October
Fox Sports College Hoops '99	.....Fox Sports	.....October
Space Station: Silicon Valley	.....DMA Design	.....October
Space Station: Silicon Valley	.....BMG/DMA	.....October
Onegal Monsters	.....Bottom Up	.....November
Rat Attack	.....Mindscape	.....November
Roadsters '98	.....Titus	.....November
Rush 2: Extreme Racing	.....Midway	.....November
Bakujou Monogatari (Harvest Moon 64)	.....Victor/Pack-In	.....December
Akumajou Dracula 3D (Castlevania 64)	.....Konami	.....Q4
Dual Heroes	.....Hudson	.....Q4
Duke Nukem: Time to Kill	.....GT Interactive	.....Q4
Groundwave	.....Cyclone Studios	.....Q4
Aces of the UN	.....Video Systems/Paradigm	.....Q4
Legend of the River King 64	.....Natsume	.....Q4
Lode Runner 64	.....Bandal	.....Q4
Mother 3 (Earthbound)	.....Nintendo	.....Q4 <b>DD</b>
Milo's Bowl-a-Rama	.....Crave	.....Q4
NBA in the Zone '99	.....Konami	.....Q4
NBA Live '99	.....EA Sports	.....Q4
Quest for Camelot	.....Titus	.....Q4
Rugrats	.....THQ	.....Q4
SanRio Time Net World	.....Imagineer	.....Q4
Shadowman	.....Acclaim/Iguana	.....Q4



Shadowman: Check out page 66 for all the latest info on Iguana's potential Resident Evil beater



# Release Schedule



Bombberman's latest N64 outing - Queen Millian's Rescue should be just about hitting Japanese shelves by the time you read this. And with a bit of luck it'll be better than the last one!

## 1998 (specific dates to be announced)

64 Sumo	.Bottom Up
Body Harvest	.Nintendo/DMA
Bottom of the Ninth '98	.Konami
Blades of Steel 2	.Konami
Buggle Boogie	.Nintendo/Angel
Cabbage	.Nintendo DD
California Speed	.Midway
Carnageddon 2	.Stainless
Conker's Quest	.Nintendo/Rare
Command and Conquer 3D	.Westwood Studios
Cavalry Battle 3000	.Nihon System Supply
Dear Blue	.Konami
Derby Stallion	.Parity BK/Marigul DD
Doubutsu Banchou Saru	.Brunel/Marigul DD
Dragon Storm	.MGM
DT	.Game Studio/Marigul DD
Eftale (Quest 64)	.Imagineer
Fire Emblem 64	.Nintendo/Intelligent Systems
Fishing	.Nintendo
F1 Racing '98	.Ubi Soft
Fushigi no Dungeon	.Chunsoft
F Zero Expansion Set	.Nintendo DD
Golf	.Nintendo
Golden Nugget 64	.Virgin
Hiryu no Ken Twin 2	.Culture Brain
Hybrid Heaven	.Konami DD
Hype: A Time Quest	.Ubi Soft
Jessen Pachislo Hissyouhou	.Sammy
Jungle Taitel (Emperor of the Jungle)	.Nintendo
King of Pro Baseball 2	.Imagineer
Kirby's Air Ride	.Nintendo
Kiratto Kalketsui 64 Tanteidan	.Imagineer
Knife Edge	.Kemco
Kyojin no Doshin	.Param/Marigul DD
Legend of the River King	.Natsume
Legend of Zelda DD	.Nintendo DD
Lego Racers	.Lego
Macross (Robotech)	.Tomy/Gametek
Magic the Gathering: Armageddon Acclaim	
Mario Artist: Picture Maker	.Nintendo DD
Mario Artist: Polygon Maker	.Nintendo DD
Mario Artist: Talent Maker	.Nintendo DD
Mario Artist: Sound Maker	.Nintendo DD
Makaimura 64 (Ghouls 'n' Ghosts)Capcom	
Micro Machines	.Midway/Codemasters
Mission: Impossible	.Victor
Mother 3 (Earthbound 64)	.Nintendo DD
Namco RPG	.Namco
NBA Fastbreak 64	.Midway
Need for Speed 64	.Konami
NFL Quarterback Club '99	.Acclaim/Iguana
Nushi Tsuri 64 (Master Fishing)	.Pack-In Soft
Paperboy 64	.Mindscape
Pikachu Genki De Chu	.Nintendo DD
Pocket Monster DD	.Nintendo DD
Pokemon Snap	.Nintendo DD
Powerslave 64	.Lobotomy
Powerslide	.Emergent
Pro Shinan Mahjong	.Culture Brain
Puzzle Bobble 64	.Taito
Rockman Dash (Mega Man)	.Capcom
SimCopter 64	.Electronic Arts DD
Sim City 64	.Nintendo DD
Smurfs 64	.Ocean
Snowspeeder	.Imagineer
Spooky	.ICE
Street Fighter	.Capcom
Super Mario 64 2	.Nintendo DD

Super Mario RPG 2	.Nintendo DD
Super Real Island	.Imagineer
Teo	.Fujitsu/Marigul DD
Toejam & Earl 64	.TJ & E Productions
Tonic Trouble	.Ubi Soft
Tornado	.Factor 5
Turok 2	.Acclaim/Iguana
Untitled RPG	.Namco DD
Ultra Descent	.Interplay
Ultra Donkey Kong (Donkey Kong Country 64)	
	.Nintendo/Rare DD
V Rally 2	.Ocean
Wayne Gretzky 3D Hockey '99	.Midway
WCW Wrestling	.THQ
Wild Choppers	.Seta

## 1999

Caesar's Palace	.Crave/Player 1	Q1
Harvest Moon 64	.Natsume	Q1
Jungle Bots	.Titus	Q1
Destroger	.Koel	Q1
Blue Brothers 2000	.Titus	Q2
Hercules: Legendary Journeys	.Titus	Q3
Quest for Camelot	.Titus	Q3
Xena: Warrior Princess	.Titus	Q3
Dalkatana	.Ion Storm	Q4

## 1999 (specific dates to be announced)

Exhumed 64	.Crave
Gauntlet 64	.Midway
Looney Tunes: Space Race	.Ocean
Nuclear Strike	.THQ
Project Cairo	.Crave Entertainment DD
Road Rash 64	.THQ
South Park	.Acclaim
Star Wars Prequel	.LucasArts

## Hardware

Nintendo 64 Mouse	.Nintendo	July
64DD	.Nintendo	Q3
64DD	.Nintendo	1998 (TBA)
64 GB Pak	.Nintendo	1998 (TBA)
Capture Cartridge	.Nintendo	1998 (TBA)

Once again this month it was announced that the 64DD has been delayed, this time being pushed back to a more ambiguous date of 'this year'. Hopefully this means that the launch software will be red hot





# Reviews

*No matter what some idiots may have you believe, the review section is the most important part of any games magazine. Ours is no exception. So let us explain exactly how our reviews work*

## The breakdown...

### Icons

Official release

Japanese Import

US Import

### Stamp Of Approval

Anything scoring over 89% is basically a must buy and **we don't give out nineties lightly!** These are the games that grace the N64 console, will entertain you for months and are well worth the money, hence being awarded with N64 Pro's own unique boot-print Stamp Of Approval



### Four Pro Reviewers

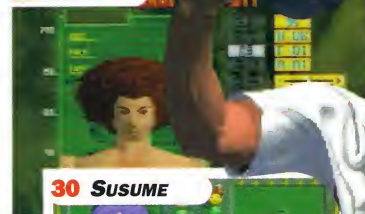
**Four expert video game journalists' opinions** with over 80 years' gaming experience between them are squeezed in at the end of every review – the email address of the main reviewer is printed along the edge for **instant reader response**

### Your Opinion

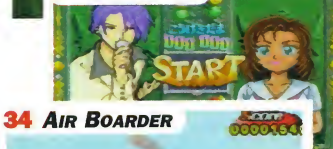
**There's one opinion from a reader who** gets an all-expenses paid trip to see just what goes on in the N64 Pro office for a day. This person could, of course, be you. Write to **Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP** telling us why it should be you and we might just be in touch

## This issue...

22 G.A.S.P.



30 SUSUME



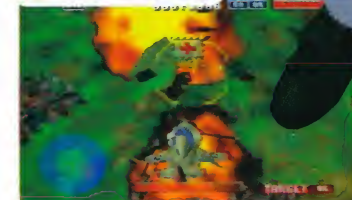
34 AIR BOARDER



38 YOSHI'S STORY



46 WILD CHOPPERS



26 GT 64



16 WORLD CUP '98



44 RAMPAGE



48 WETRIX



**Turn the page NOW for this month's reviews**



**Team's Gaming Preferences**

**Alex:** Likes two-player competitive games, particularly sports sims. Favourite all-time game – Galaga (arcade). Favourite N64 game – ISS 64. Hates platform games and RPGs

**Steve:** Likes American sports games. Favourite all-time game – Monkey Island 2 (Amiga). Favourite N64 game – PilotWings 64. Hates beat'em-ups

**Noely:** Likes adventure games and RPGs. Favourite all-time game – Dungeon Master (Atari ST). Favourite N64 game – GoldenEye 007. Doesn't hate any genre in particular

**Mark:** Likes shoot'em-ups. Favourite all-time game – Paratrooper (Commodore 64), favourite N64 game – GoldenEye 007. Hates SimCity type games



# World Cup '98

## World Cup '98 – a whole new ball game. Or is it?



Better safe than sorry, this defender clears the danger



The England striker beats the Brazilian to the ball

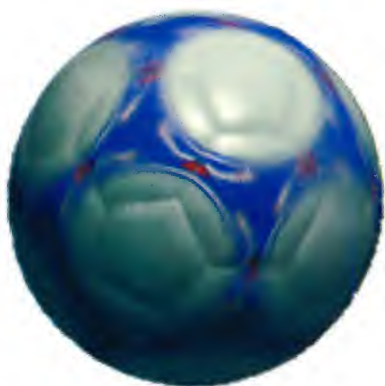
Our sports correspondent Paul Noel assesses the championship potential of Electronic Arts' latest International footy side, namely **World Cup '98**, and asks whether it can depose the current champion **International Superstar Soccer 64**



A bit of a flick up... the player animations in World Cup '98 are superb







**A**fter making an extremely shaky international N64 debut with FIFA 64, the EA team, guided by their wily coach the Canadian born EA Sports, successfully rallied the troops, marshalled its defence and went on the counter attack with FIFA '98: RTWC. A marked improvement over its predecessor, this new side showed extremely promising form (particularly in games stores over the Xmas period) making sure that FIFA '98: Road to The World Cup was, at least for EA's accountants, paved with gold.

### Moving the goalposts

In a move designed to get away from the criticism that 'it's just another FIFA rehash,' EA have taken the unprecedented move of dropping the FIFA tag from WC '98, despite the fact that the basic engine as used in RTWC is essentially the same. There had been noises coming from EA that this new game would have an all new engine. Well it hasn't (although given the popularity of RTWC this is no bad thing). In any case, EA are keen to point out that although it's the same engine underpinning the action, so much has been added in World Cup '98 as to make it almost unrecognisable.



England celebrate another blistering Shearer strike



The 'keeper dives across to his left to punch away the ball



### The best World Cup '98 footy game 'It's official'

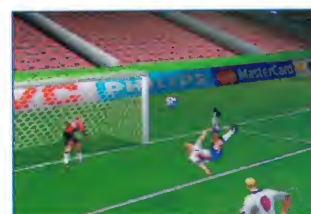
Since EA have the official license for France '98, they are claiming that strictly speaking there will only be one 'true' World Cup football game and consequently only one footy game worth buying for your N64 this summer. Building on the official World Cup License, EA are keen to promote the realism and authenticity of WC '98 promising a true 'World Cup experience'. The intention is that you will almost believe you are there.

World Cup '98 features all the 32 world cup teams who qualified for France '98, eight teams who narrowly missed out (as well as a further 16 all-time classic sides making a total of 56). The game features all 10 stadiums that will host the tournament, all of which have been accurately rendered and scaled into 3D models for use in the game. Each team features complete squads with all the recognised players of each nationality. Bit-mapped renders of each team's kits (both home and away) ensure that visually the game is accurate even down to the finest detail.

As you take to the field the camera pans around your accurately modelled virtual stadium, past the crowd (who are wearing colours that reflect their team), and back down to the field to catch the teams emerging from the player's tunnel. Then



The keeper looks as though he's got this header covered



A spectacular overhead kick that's goalbound all the way



The Brazilian runs along the touchline to celebrate his goal



The Cameroon player prepares to take a throw



The 'keeper watches in dismay as he's beaten at his near post



# Review

## World Cup '98

### It's Coming Home

England 1966

Brazil 1970

Germany 1974

Argentina 1978

Italy 1982

Argentina 1986

Germany 1990

Brazil 1994

??????? 1998

If you needed any other evidence that football's coming home to England this summer, just take a look at the pattern emerging from the previous World Cup winners. It makes for interesting reading:

"It's coming home, it's coming. Football's coming home".



The 'keeper dives across to claim the ball in mid-flight



Not sure what the 'keeper's doing out of his goal here

▶ both teams line up to observe the playing of the national anthems. As it plays you can check out the detail on the players as they stand with hands on hearts or shake their limbs to stretch out.

EA have attempted to recreate everything you'd normally associate with a World Cup Tournament. In addition to the features already mentioned there are also impressive opening and closing ceremonies, more spectacular celebration animations where players interact with each other (eg. jump on opponent's backs, hug their teammates, or all pile on top of each other). All this plus FIFA Man Of The Match, Golden Boot, and Fair Play Awards. Certainly, if you're after a game that's an accurate 'official' representation of the World Cup, then EA stress there is only one game to go for.

### Entertainment value

World Cup '98 look a far more impressive side than ever before. There's a bigger array of impressively animated silky skills on show in World Cup '98, many of which, to use a familiar footy phrase, are themselves 'worthy of the entrance fee'. There are

tons more spectacular moves, fakes, overhead flicks etc and more immunity moves that let you evade and counter certain types of tackle. The game features terrific motion-captured animations to represent all these moves, with new animations including diving headers, lots more keeper animations including quick blocks and saves, as well as general refinements to the way all the players run, jog, turn and pivot etc.

### In-game management

As with the previous sides, the World Cup '98 team are well versed in tactical matters and are capable of putting out a team to suit all occasions. However, this time around they are a much more versatile side since they are able to alter their playing style and tactics mid-game.

There are three saveable IGM (or In-Game Management) settings that combine formations and strategies allowing you to quickly switch from all-out attacking to funnelling back to defend etc. This IGM also allows you to give greater control of individual players including forwards that spin-off defenders, wingback runs and so on and so forth. Opponents now need to be prepared for a team that can alter its playing strategy 'on the fly' as it were. Okay, so it's been pinched from ISS 64, but they say imitation is the sincerest form of flattery.

### It's a true classic

Once you've won the World Cup (assuming you're good enough to do so) a further option opens up. The

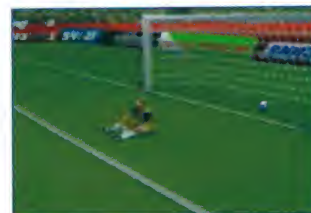


The spanish defender cuts out a ball bound for the Italian

### The Italian forward heads across goal for his strike







It looks as though this 'keeper has just about had enough



The 'keeper prepares to hoof it upfield to the eager attackers

World Cup Classics mode allows you to play as any one of 16 classic teams from eight of the all-time classic World Cup Finals from bygone days. So how do you fancy reliving the Uruguay V Argentina final of 1930, Uruguay v Brazil 1950, Brazil V Italy 1970 or the piece de resistance, the legendary England v Germany final of 1966?

World Cup '98 allows you to play as all the above and what's more the kits of these various teams reflect the respective eras. So in the 1930's matches the players all wear long baggy shorts, whereas in the 70s 'up yer crack' tight arse numbers are the 'strides' of choice.

### Goalkeeper's Report

One of the major failings of the FIFA '98: RTWC was the poor goalkeeper AI. Even in the hardest difficulty levels the 'keepers were 'dodgy' at best and downright 'David James-like' at worst. They reacted slowly when they bothered to react at all and were frequently beaten by looping headers.

EA thankfully listened to the criticism and had their World Cup '98's 'keepers doing some serious goalie coaching to make them far more difficult to beat. These new World Class 'keepers have improved AI, faster reactions and a greater variety of moves, putting them in the David Seaman vein rather than the David James mould. EA even claim that the 'keepers are so intelligent that they learn from their previous mistakes and alter their game accordingly.

### partner to knock goalwards



The striker rises salmon-like to power home from close range



The replays show the high level of detail on all the players

### The Need For Speed - Variable Pace

Another criticism of the EA footy sides of the past is that they were unresponsive. Games are very often a little sluggish compared with the likes of ISS. EA have utilised what they term as compression touch technology which they claim allows your players to react quicker to your control commands, with more contact points in the animations.

One feature that has aided the pace of the game is WC '98's variable game speed option. The default setting is similar to the RTWC, but there's the option to make the playing speed much faster. This helps to make the game more accessible to those who long for a fast paced arcade-like feel. You'll need to exert caution though, since on its fastest setting the results are rather comical with the players legging it around Benny Hill-style around the pitch.

Although the in-game animations have undoubtedly been accelerated, there still remains the momentary delay between pressing your button and your player reacting. Though this is nowhere near as bad as it was in previous games, it's still a



Even at the death, the well organised Brazilians stand firm



The Spaniard jumps to clear a dangerous looking ball

### Scout's report round-up

Manager – That wily old competitor EA Sports

It's official – The best World Cup '98 game this summer.

Past Form – A long history of producing successful footy games

Current Form – One of the most improved sides in the tournament, having learned from previous mistakes and successes.

Goalkeepers – Greatly improved and have helped shore up a leaky defence

Balance – Tons of flashy menu's and options, but the same tried and trusted flagging midfield engine

Pace – A quicker side due to compression touch, made even pacier through variable game speed setting

Cup Winning Potential – May reach the final, but it's unlikely to win against the superb Konami side of ISS 64.

Support – Passionate, helping to consistently make the FIFA series of footy games No.1 in the game sales table



# Review

## World Cup '98



The defender attempts to cut out a pass to the Spanish guy



► failing and something that prevents me from truly warming to the game.

### Scout's Summary

RTWC's biggest Achilles heel was the appalling goalkeeping. As all great teams will tell you, great football begins from the back. The fact that the 'keepers in World Cup '98 are now world class has helped to shore-up the defence, making the game look a far more worthy side. The other improvements have helped to further improve the value of the title and EA are to be praised for addressing these problems.

However, there are other weaknesses that still make WC '98 vulnerable to the counter-attack. The tackling is woolly and indistinct. It's still a little unresponsive for my liking and you've nowhere near the same level of control, as you've got in ISS 64 for example. Also, the removal of the five-a-side option is a crying shame given that this was one of the most fun aspects of RTWC. In short, there are improvements and they've added a few flair players in the form of new kits, players with new tricks, new haircuts and a better set of 'keepers, but essentially this team still contains the nucleus of the side that was convincingly beaten by ISS 64 a few months ago. A better showing then, but it's back to the drawing board as far as World Cup '98 is concerned



A player tries in vain to clear the shot as it flies towards goal

# N64 Score

WC '98 IS UNDOUBTEDLY a better game than the fairly tidy RTWC. Improved goalkeepers, better animations, the addition of extra skills, a variable game speed, authentic kits and stadiums and the bonus World Cup Classic mode are just some of the welcome additions to the squad. These improvements certainly enhance the game, although if I already owned RTWC I'm not sure I'd be happy that enough has changed in WC '98. And the cynic in me can't help but think that this is how RTWC should have been in the first place. If you're a huge fan of the FIFA series you'll be on familiar ground here, WC '98 plays a decent game of footy but it's still not as good as ISS 64. And as for the trophy? Let's just say that it may just compete in the final. But for now at least, WC '98 should give up any pretensions of hoisting the trophy come summer. **NOELY**

► **ALEX** A fine license and a good game, but to be honest this is not significantly different or better than FIFA RTWC. Adding the 'classic' mode isn't enough, especially when you consider the frantic indoor option has been sacked

► **STEVE** I don't know why I'm bothering to say this because you'll all buy it regardless, but World Cup '98 is hardly different at all to the last FIFA game, and in my opinion that was pretty poor anyway. Waste of time

► **MARK** Can't see me playing this over ISS 64 somehow. Although RTWC was okay, there's little new here and disappointingly there's no five-a-side option. The World Cup Classics is rather a nice touch, but I'll wait for ISS '98

► **READER REVIEW** I've always enjoyed the FIFA series and though this has been tweaked and renamed, it's still got the same great playability of previous FIFA titles. Good fun  
**Steve Spen, Bradford**

### GRAPHICS



### SOUND



### GAMEPLAY



### LASTABILITY



# 87%



# is it flood it ?



No.

But it does soak  
up hour after hour of  
your spare time.

Wetrix drops you and  
your friends into a world  
of constant excitement and  
non-stop challenges.

Incredible effects and rapid level  
pacing delivers a game that kicks  
other games into touch.

"IF YOU  
THOUGHT TETRIS WAS  
GOOD, WAIT 'TIL YOU GET A  
LOAD OF THIS!"

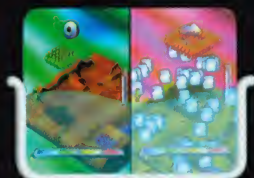
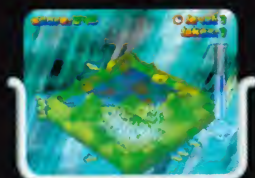
**91%** **Nintendo**  
MAGAZINE

"IF YOU'RE A FAN OF THE GENRE  
THEN BUY THIS GAME IMMEDIATELY.  
IF NOT, THEN BUY IT ANYWAY!"

**93% TOTAL 64**

## wetrix

DROP EVERYTHING





# G.A.S.P.: Fighter

## Will this be the next ream beat'em-up on the N64?



In a blatant attempt to bribe us, Konami have released a game with the word 'ream' in the title. But is GASP really ream or is it a rankster in disguise? We got the cart and gave it a proper roughing up. Read on...

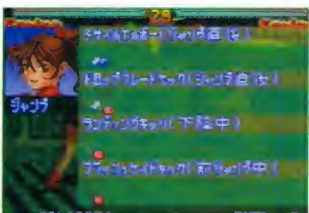
Some of the fight arenas: A snow filled landscape, the bus



Killa Konga and Mika face off in the bus depot



Check out the amount of detail and smooth look to the fighters



Reading the command list in Japanese is more fun

Usually I try to start a review with some quirky comment, or occasionally I even try to make up some humorous game related anecdote. In this case I think I'll skip all that and get straight down to explaining what the hell is going on with this game's title. G.A.S.P Fighters NEXTeam (I'll just call it GASP from now on eh!) stands for Generation of Arts Speed and Power. Fighters lets you know what this generation is up to and I suppose NEXTeam means something between next generation and extreme. But it's nice to know that the word ream means good in Japan as well as Manchester.

Fortunately, you're only going to suffer such a ludicrous title if you buy this game on Japanese import. Following a very public panning of the title, Konami decided to change the name to Deadly Arts for the British and American versions. A wise move I'm sure you'll agree.

### 'Gasp,' a good fighting game!

Despite grinning at the name, I've been looking forward to this fighter for months. It's no secret that the N64 landscape has been more than a little barren when it comes to decent beat'em-ups. We've had a lot of mediocre fighters and the very good Fighters Destiny, but if you're like me and enjoy pummeling virtual opponents around a series of arenas, you'll have noticed the absence of a Virtua Fighter quality beat'em-up on the N64.

Everything I'd heard about GASP smacked of a quality beat'em-up. It was rumoured to have excellent graphics, interactive backgrounds, a wealth of special moves and best of all, a character designer so you could create your own fighters. All pretty impressive stuff, but does the final product deliver? On the one hand I'm pleased to say it does, on the other hand (the one making rude gestures) I'm afraid to say that GASP still isn't the definitive N64 fighting game, not by a long shot.

### A generation of art and speed

I'll start with the positive stuff though, and make no mistake there's a lot about this game to be positive about. The graphics are absolutely astounding. The characters are well designed and come complete with plenty of detail and have a smooth rounded look to them. The characters seen on other fighting games such as Tekken or Virtua Fighter look like concrete blocks in comparison to the ones seen in GASP.

The backgrounds are even better than the characters with an excellent amount of detail and lots of interaction. You can jump off the walls and



Miki towers over Yaegashi who is a bit of a short arse



Come on then says Yaegashi! I'll dump all over you





# S NEXTream



A series of sharp kicks usually does the trick



Don't you ever make fun of my pink dress again

## depot, a scientific laboratory and the tree filled forest



blocks, smash things up and knock over flaming torches to set the level on fire. I first saw this sort of thing in Mace and it's been improved no end in GASP. The levels have moving backgrounds, objects such as crates, bamboo structures, statues, you name it. And they are all rendered in lush 3D, with your fighter reacting to it all by jumping off walls and getting hurt by fire or sharp objects.

Other than the interactivity there's very little originality in GASP. The character design has all been seen before. Having said that it's a tried-and-trusted set of stock fighting characters, with your big and slow fighters versus your small and fast characters. There are the Chun Li and Ryu look-a-likes from StreetFighter and a mixture of characters borrowed from other fighting games. But whilst the fighters in GASP do lack inspiration, at least the characters don't make you feel nauseous like the pugilists in certain other beat'em-ups I could mention on the N64.

### Airfix killer - no glue required

And if the stock characters aren't to your liking then you can always make your own. Gasp includes a fighter designer option that has to be one of the best ideas I've seen in a long time. You select a male or female character, decide how tall or fat they should be, choose a haircut from a stunning selection, cloth them in anything from bondage gear to '70s Bee Gee's outfits, give them a name and throw 'em into the ring. A new character starts off without any special moves and you can learn new



Bjork making a guest appearance on the right



special attacks by fighting the other characters.

There's a lot of enjoyment to be found in designing and developing your own character and this is the best thing about GASP. But unfortunately it all goes a bit downhill from there on.

### Fish out of water

The graphics may look pretty, but the animation isn't too hot. Konami is supposed to have used full motion capture for the fighters, but lord alone knows what creature they based the animation on. It certainly wasn't a kung fu artist at the peak of perfection, and judging by the end result I can only assume that they got a crippled old man and set his feet on fire before shoving him in front of the motion capture camera. The result is that the fighters jerk around unconvincingly, particularly when walking forwards and backwards, and they lack the smooth movement found in other fighting games such as Fighters Destiny.

The jerky movement hampers the gameplay because you don't have a clear feeling of control over your fighter, making things a bit muddled in



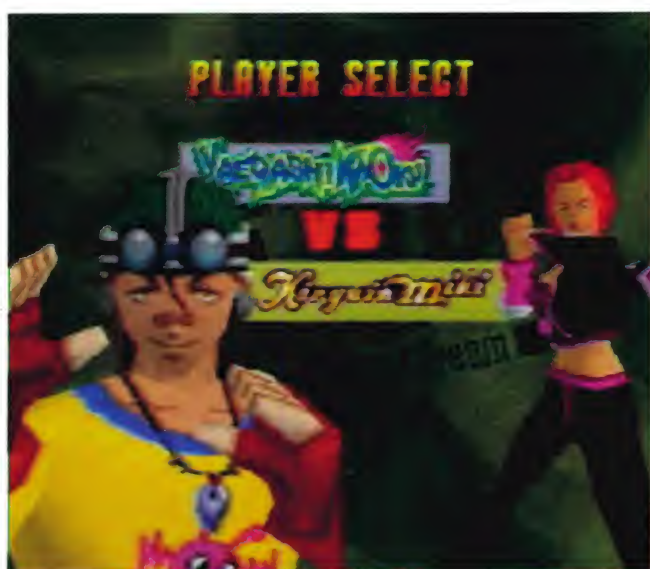
Killa Konga and Yuma are the two big and slow characters



Killa Konga towers above Rin but she still packs a fair punch



## G.A.S.P.: Fighters NEXTream



### Weird science



Select all the facial features



Choose your clothes carefully



And head into the ring

► the middle of a fight. The result is that the battles tend to be more a case of hit and hope with you frantically bashing the buttons to win the bout.

### Short of breath

I think there's been a definite trade off in GASP, with the animation getting thrown out of the window so the game looked pretty and moved fast. Normally I wouldn't criticise a game for this (after all sluggish games aren't much fun either), but in this case I have to make an exception. Jerky animation ruins a fighting game. After all, you are staring at only two individuals so you'd expect them to look great and move realistically. In GASP all the characters look good enough, but they just don't move well I'm afraid.

There's no real problem with the Japanese text, which is what brought Virtual Hiryu No Ken down a peg or two. You can work out all the menu's quite easily without worrying too much about having to decipher the text.

The sound is quite good as well, although not astounding. It sounds like the bloke who does the ridiculous speech in the Mortal Kombat games has



Miki's out for the count after Jimmy shows what he's worth

### Gallery of fighting cocks...



Jimmy: Not a bad fighter for a dead bloke. Strong punches



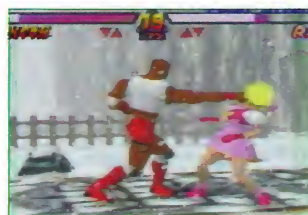
Agami-Rin: Small and weird, but she's a good fighter to start with



Hiyu-Serina: Another babe who packs a fair punch



Yaegashi: Strange dress sense. Hard to control but good moves



Killa Konga isn't bothered about messing up Rin's face



Jimmy shows that dead men can fight just as well

been hired to give his two cents worth in GASP. I don't personally like his over-the-top deep voiced commentary, but a lot of people do so I won't argue on that score.

### Gameplay shock horror

Beat'em-ups live or die by their gameplay and I'm afraid GASP dies on the spot the minute you start a game. It just doesn't feel good to play, there's no sense of excitement or competition and you just don't feel like you're in a fight trying to floor the competition before they take you apart. It's all just random button pushing whilst fumbling to attempt a special move against an opponent.

The control system isn't bad, you use the A and B buttons as your main attack, with all the C buttons acting as a special sort of dodge move. It's quite intuitive and works well enough, in fact, placed within a better beat'em-up it could work quite well. But it's wasted in GASP because unfortunately, no matter how good the controls are they don't make up for the sluggish and unresponsive feel of the fighters.

Despite a lot of original features such as the character designer, you get the feeling that this is just a mish-mash of other fighting games. Whilst there's nothing wrong with trying to emulate the best, I get the impression that Mortal Kombat and Mace were GASP's role models. Mace was far from perfect and the less said about Mortal Kombat these days the better. If only Konami had taken a better look at the Virtua Fighter or the Tekken



It's no use hiding in the corner of the room ya coward



# N64 Score

**OH THE DISAPPOINTMENT** of it all. I thought GASP was going to be the greatest beat'em-up ever, just like Konami's ISS 64 is the greatest football game ever. Instead it's just another middle of the road beat'em-up, not good, not bad, just all-bloody-right if you like that sort of thing. But it should have been a stunner. All the ingredients are in the mix. It's got fantastic graphics, incredible looking fully interactive backgrounds and good characters. And for once, I can't even moan about the control system as that's okay too. But the animation is jerky with characters wobbling around the screen and the controls are very unresponsive, resulting in a big shortfall on the playability front. I really wanted GASP to be the best, but I have to concede that this comes in third place behind *Fighters Destiny* and *Virtual Hiryu No Ken*. **MARK**

- **ALEX** There's nothing particularly wrong with this (apart from its appalling title), but nor is there anything particularly right with it. I'm still waiting for an N64 beat'em-up that'll blow my mind
- **STEVE** Chalk and cheese springs to mind when you talk about me and beat'em-ups. I don't think I've really liked one since *StreetFighter 2* on the SNES, and GASP has done absolutely nothing to change my opinion
- **NOELY** There was a time when an average beat em up like this would have been welcomed. But enough is enough. It adds little to the genre and doesn't have the same playable feel as the likes of *Virtua Fighter 2* and *Tekken*
- **READER REVIEW** The only beat'em-up I'd played on the N64 was *Clayfighter*, so I thought GASP was brilliant. But Mark showed me *Fighters Destiny* and I changed my mind  
**David Briggs, Northampton**

## GRAPHICS



## GAMEPLAY



## SOUND



## LASTABILITY



# 80%



**Killa Konga:** The big baldy's a bit of a softy really



**Miki:** She'll kick your ass then check her makeup



**Yuma:** Another big and hard character but too slow for me



**Kai:** This standard Ryu clone is a good fighter to start off with



series and lifted a few ideas about gameplay from them instead.

I can't really express how disappointed I am with GASP, because it promised to be the beat'em-up of a lifetime. When Konami is capable of quality games such as ISS 64 and Nagano, I thought I had every reason to drop my usual cynicism and let my expectations run wild. But in the end this just fails to deliver. GASP is as average a beat'em-up as you'll ever see on the N64, and that just isn't good enough for me.

But I can't really give it a proper slating because it's more a case of the game not living up to my expectations than being a truly terrible game. GASP isn't terrible, it just isn't brilliant. Still, for the time being you can make do with the good *Fighters Destiny* and look forward to *Mortal Kombat 4*, which I've heard is going to be totally brilliant with full 3D, great animation and beams of sun shine glaring out of it's arse. It'd better have is all I can say ●



**Jimmy goes for the leg sweep and manages to hurt Kai**



# GT 64

**Imagineer speed  
MRC style through  
the streets of Japan**

If your idea of fun is driving a high-powered saloon car, at breakneck speeds around the streets of Japan then you should be ashamed of yourself. It's reckless, dangerous and you ought to be locked up for even contemplating it



The graphics based on real streets are exceptional



The replay shows your engine letting rip with some power



In true arcade style you are warned of approaching bends

**F**EAR NOT speed freaks for if Japanese joyriding sounds like your idea of heaven then help is at hand. Ocean are all set to provide you with all the speed you could possibly handle in their latest Imagineer developed racing game called GT 64.

First impressions are of a game similar in style to Ridge Racer. You race around long and short courses set on the streets of Tokyo, Kyoto and Lake Fuji. So for example, you'll compete in a short race around the Tokyo streets and later an extended longer course set in and around the same location. The graphical look, course map screens and pumping techno-ish beats are very Ridge Racer-esque while the rolling starts (on Free Runs) suggest Daytona.

## Little nipper wagons

However, GT 64 (which stands for Grand Touring 64) is based on the All Japan Grand Touring Car Championships that take place in the 'land of the rising sun' and as such is grounded in realism. Before you begin racing in the championship (which consists of six races set in the above three locations) you must select your racing team from various authentic Japanese teams such as A.Suzuki and E.Comas and then chose your motor.

The cars on offer include the Nissan Skyline, the



Supra GT and so on. Most of these cars are authentic Touring Cars and, to add realism, based on actual models that compete in the championships, though Lewis our resident Touring Car expert questioned the inclusion of such high performance cars as the Porsche, and the Diablo GTR. Perhaps such sports cars have been included to add a touch of glamour. No matter, they are there, so the Jeremy Clarkson's and Lewis Pek's among you will have to accept it. What cars there are, are excellently modelled, with marvellous detail on each, even down to the





*I like driving in my car. It's not quite a Jaguar. I got it in Primrose Hill, from a bloke from Brazil*



Avex Dome - Mugen NSX



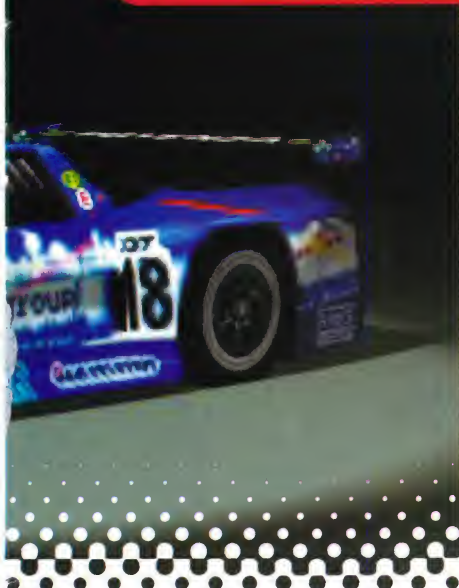
Castrol - Tom's Supra



Zexel - Skyline



Calsonic - Skyline



**I'm struggling in 4th. Time to apply pressure to the leaders**



**The trickiest part is getting your car straight after bends**



authentic advertisements for multi-national companies advertising everything from engine oil to tobacco.

Once you've selected your race mode, your racing team and your car, then you are almost ready to enter the action. But firstly, it's worth paying a visit to the machine setting screen while you tinker with the car set-up. Here you can set your transmission to either automatic or manual, change the settings on your tyres (appallingly mis-spelt tyres here), alter the front and rear suspension ratios, change the front and rear spoilers and the final gear.

All of these can be altered with varying effects on your car's handling. However, for those who don't have a degree in car mechanics, you'll probably want to take advantage of the auto set-up feature. This will alter the cars mechanics sufficiently to suit the particular track on which you race. It really is worth utilising the auto set-up on each and every course because the difference this makes to your car's performance is quite pronounced.

### Greasy dumb monkey

It would appear therefore that there is much realism within GT 64. Each of the vehicles mentioned have different specifications, different handling capabilities and different speeds with engine capacity, bhp, and max power all listed as engine specifications. Frustratingly though, the spec screens do not include the one specification that non-car loving philistines such as myself would wish for, namely a top speed. For me, choosing a car was simply a case of trial and error, and with 14 cars to choose from there was

much experimenting before I found a car I was reasonably happy with.

Some of the vehicles are better suited to the shorter tracks with small straights and many bends, while others such as the Diablo GTR (my own particular car of choice) devour the bigger courses with long open straights and fewer bends. No matter what car you choose, or which course you race over it soon becomes clear that GT 64 is difficult. Initially it

seemed to me a little too difficult.

The championship is a gruelling affair. Before you can race a course you must qualify over three laps to attain a respectable place on the starting grid. With most courses taking at least five minutes to complete three laps, six laps (including three qualifying laps) at over 10 minutes at time, over six races can begin to take it's toll on you somewhat.

### What a complete croc

The majority of the courses are quite unforgiving. Some of the bends are devilishly tricky to navigate and you'll frequently find yourself cursing and turning the air blue as you misjudge a corner and end up slamming into the wall. Such mistakes often prove costly not to mention frustrating as you watch the opposition streak past you.

I'm not certain whether the challenge in the game is to do with the level of realism or simply a high level of difficulty (and I suspect it's the latter), but what's crystal clear is that GT 64 is extremely tough. This is no walk in the park, nor a Sunday drive through Tokyo for that matter. In fact, as I write this review, my thumb is currently throbbing from the strain of getting



**The replay shows a close tussle around this corner**



**Time your start well to get a flyer off the starting grid**



**I'm struggling to hold my position on this tricky bend**



## GT 64

...It was made in '59 in a factory by the Tyne



Denso - Supra GT



Nissan - 300ZX GTS



Kure - R33



Raybrig - NSX



A quick trip to the pit lane is needed in the bigger races



If you've been to Japan you may recognise these buildings



The action replays are superb and show off the graphics well



the cars round the courses.

To begin with, trying to control your car is extremely difficult, as Mark so aptly put it "It's like trying to wrestle alligators." Apparently alligator wrestling is a little hobby of Mark's, so he of all people should know. It's a fair point he is making though, because while GT 64 is undoubtedly not as dangerous as the aforementioned pursuit, it is so difficult that when you first play the game you'll want to knock the difficulty level down a notch from normal to easy. Only once you've mastered this, should you consider attempting the default normal level. And as for the hard level, well seemingly once you win this you gain access to a US course, but since I never got that far all I can say is good luck!

### Candyfloss and goldfish

So GT 64 is a driving simulation of Touring Cars based on a real championship with real cars, real teams and authentic engine specifications, accurately modelled actual courses and realistic car handling? Well with regards the latter, I'm not so sure. The cars all look realistic enough, are quick and tough to handle giving you the impression that you're in control (or not as the case may be) of a mean monster of a saloon car with lots of power. Sure it has all the stats, all the frills and all the colours of realistic Touring Cars, but as for the realistic handling, well.



Now I've never driven a Porsche, a Diablo GTR or even a Nissan 300ZX GTS or whatever, (and even if I had I've never driven one at such high speeds as these). Therefore, I can't say categorically that the cars featured in GT don't handle accurately. But what I can say is that they don't feel quite right. I've recently had the privilege to play the Codemasters game TOCA (based on the Touring Car championships in Britain) where similar cars handle rather differently. In TOCA you get the feeling that you're constantly pushing the car to its limit. The courses are open allowing much more room for error, and should you

push too hard say for example on a bend, you may lose control, rock over onto two wheels, hit a wall, spin out, flip over or whatever.

But in GT there isn't that same element of danger. Your car rarely, if ever, spins out of control, or flips over, or in fact does anything to suggest you are really racing a top car at high speed. Take a corner badly and you'll merely hit one of the barriers slowing you down considerably, but that's all. It's as though you are driving a 'dodgem car' not a Touring Car and the game even adds a few sparks at the back of your car to illustrate the point.

To add to this sense of a fairground ride, the AI of the computer controlled cars is also questionable. If they're closing you down from behind and are looking to overtake, they simply bump you from the rear continuously. This 'bumper car' style coming together at



I'm languishing back in sixth with no sign of the leaders



The flyby demonstrates the game's graphical prowess





Unisia - Jecs Skyline



Castrol - Tom's Supra



**Take the corners too fast and you'll frequently hit the wall**

speeds in excess of 200 kmh has little effect on either you or the computer controlled opponent. No spinning out of control. No damage to your car. No debris spinning off your car. Nothing. Realism? Me thinks not. You half expect some dodgy looking, grease stained, gypsy bloke to jump onto the front of your car and ask for your fare.

### Tokyo trolleydash

To sum up, GT 64 is an arcade racing game (albeit a nice looking one), with pretensions of being a racing simulation. Its arcadey menu screens, Ridge Racer map models and unrealistic crashes and collision routines keep it firmly routed in the arcade genre despite the fact that it's dressed up in the realism of the All Japan Grand Touring Car Championships.

GT 64 is probably on the podium for the title of best N64 racing games since it's better than MRC and SF Rush. But for me it's a good lap behind Top Gear Rally, which manages to have not only bags of challenge, but also loads of fun. Nor is GT64 as good as Sega Rally on the S\*\*urn, and TOCA on the PC. So correct me if I'm wrong, but isn't the N64 the best games machine on the planet? ●



# N64 Score

A FEW MONTHS ago I remember bemoaning the lack of any decent beat'em-ups or driving games (both classic game genres) on the N64. Since then we've seen a massive influx of each and in the same way that titles such as Virtual Hiryu no Ken, and GASP: Fighters NEXTeam are good without being particularly spectacular, GT 64 falls firmly within this 'okay but nothing to write home about' bracket. It looks superb, is extremely challenging and is reasonably (if frustratingly) playable, hence the decent score. But I just wish that it had been more fun to play. If you're really into driving games and prefer them on the serious side with bags of challenge, then you should perhaps give this arcade racer/racing simulation hybrid a look because GT 64 may be the vehicle you are after. As for me, well it simply drove me mad. **NOELY**

● **ALEX** Very much like the PI\*\*Station's Ridge Racer. GT 64 doesn't exactly re-write the rules of console racing, but certainly gives the rest of the racing games available on the N64 a good run for their money

● **STEVE** Not really sure about this. In comparison with what we've given other racing games in the the past I reckon this ever so slightly undermarked, and to my mind is just about on a par with Top Gear Rally

● **MARK** Noely's marked this one about spot on for once, although I think the graphics are a bit dump. The handling of the car is quite nice and it's a challenging racer, but you do tend to bounce around the walls of the track

● **READER REVIEW** This is the best racing game I've played on the N64 and it's quite realistic too. I bought MRC and thought that was okay, but this is more like it  
Mark Sinclair, Newcastle

#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### LASTABILITY



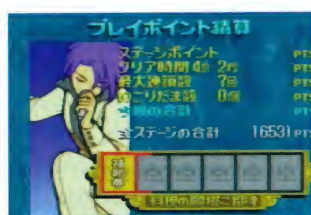
# 82%



# Susume!

## Better than Puyo Puyo Sun – true or bluff?

The Japanese fixation about scantily-clad young girls continues, this time in an irrelevant puzzle game setting. But, hey, their crime rate's low so they must be doing something right



Bryan Ferry gets down to some serious 'Avalon' action



HELLO. MY NAME'S Lewis Pek. Welcome to Call My Bluff. As usual, the team captains are Alex Lee and Mark

Hattersley. Joining Alex this week are Steve McNally from Salford and Paul Noel from Marple. On Mark's team are Jim Eagers from Heaton Moor and Stuart Cripps who lives in Congleton.

Let's get straight on with it. No time like the present. Unless it's a gift wrapped carriage clock. (Cue polite laughter from audience) The first word this week is 'Susume'. Steve McNally, let's hear your definition.

### Pseudo Smith

"Susume is a pseudo-definition for a collapsed scrum in rugby league (cue polite laughter from other team). You won't have heard it before simply because it's very much a regional term, in fact it's specific to people living within a two-mile radius of the Willows."

What's the Willows?

"Oh, it's where Salford play rugby league. You don't actually get many scrums at all in rugby



league, so the chance of seeing a collapsed one is even slighter, hence not hearing the term 'Susume' very often. Like I said, it's only a pseudo-definition as it can also mean cauliflower ear. But you tend to hear it called that in Yorkshire. Not that they know anything, though. You've just got to look at Geoff Boycott..." (audience gasps and camera switches immediately to quizmaster Lewis, who's looking suitably flustered. It's a live show after all and there are a lot of housewives in the audience)

Yes, okay. Thanks for that Steve. Some interesting points there. What about you Noely?

### So sue me. I dare you

"Er... Susume originated in ancient Japan. In the days when the most respected people were sumo wrestlers, Susume was a term used for someone who would change their allegiance depending on who had won the latest sumo contest. Or, to be more precise, it's a person who had never actually been to a sumo bout before, but insisted that he had always supported the current champion and that if he could afford to go and watch sumo wrestling he'd be there every week.

A good example of a modern day Susume would be a Man Utd fan from London who'd jumped on the bandwagon in the last few years.

But, as I was saying before, Susume originated in ancient Japan and also died there, which is why none of you'll 'ave 'eard of it before. It died when the Great White Salt Cellar passed away and his family finally got sick of people trying to make money out of him, by releasing videos and having sumo bouts on the anniversary of his death."

Mmmm... very poignant Noely. That's brought a tear to my eye. Thank-you for that. Right then, Alex?



Girl guide takes on waitress in 'specialist interest' game



Young girl in swim suit. Look out, here's Gary Glitter...



Use the D-pad for controlling your blob pairs...

...or alternatively use the analogue stick

Rotate your blob pairs clockwise

Rotate your blob pairs anti-clockwise





## Je Suis Un Rock Star

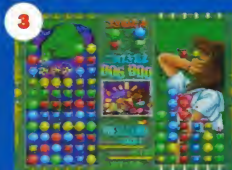
The office favourite character is the rock star. If the blobs build up too high on his side, he goes all melancholy and Bryan Ferry-like, running his fingers through his hair and looking like he hasn't slept for six days. If, however, his fortunes take an upturn, the stage erupts into a cacophony of noise and light, with each band member and his instrument highlighted individually in split second intervals. Check out the pictorial evidence on the right – the captions underneath are some of my favourite records of all time. If you agree with all 15 selections then you must be... me



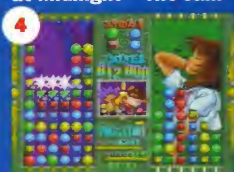
**1** Down in the Tube Station at Midnight – The Jam



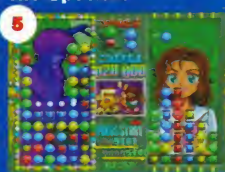
**2** Ghost Town – The Specials



**3** Sensoria – Cabaret Voltaire



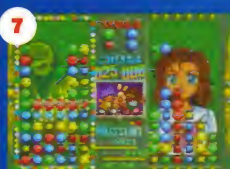
**4** Where's Captain Kirk? Spizz Energi



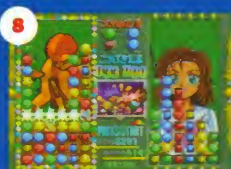
**5** Policeman Skank – Audioweb



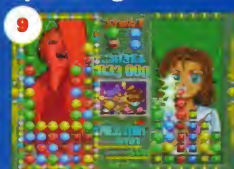
**6** Smack My Bitch Up – The Prodigy



**7** Some Might Say – Oasis



**8** Planet Earth – Duran Duran



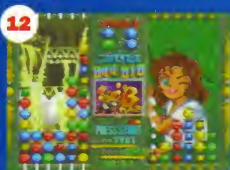
**9** Are Friends Electric? – Gary Numan



**10** Love Song – The Damned



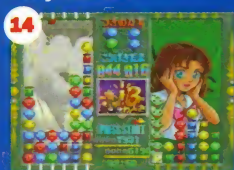
**11** The Drowners – Suede



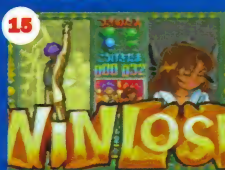
**12** Sour Times – Portishead



**13** Should I stay or should I go? – The Clash



**14** Smells Like Teen Spirit Nirvana



**15** Bullet Proof – Pop Will Eat Itself

Other songs which didn't quite make the top 15 are 'Angular Depression' by Vision 2000 and 'Together In Electric Dreams' by Oakey and Moroder

'Susume's a video game for the Nintendo 64 console. It's developed and published by Konami, the software house responsible for the brilliant Jikkyou World Soccer 3. A derivative of Tetris, it's primarily a two-player competitive puzzle game where blobs of various colour drop down and you have to manipulate them into groups of three or more so they disappear, thus sending them over to your opponent's half of the screen. Whoever's screen fills first loses. (Camera pans across to disbelieving panel opposite)

"Not only is there a two player puzzle game, there's a single player challenge against the CPU, a more skillful variation on the default disappearing blobs mode and a crazy ten pin bowling option for up to four players. The more skillful variation sees you picking up blobs and positioning them yourself as they rise from beneath, rather than falling from above. (Cue more disbelieving looks)

### Daddy was a bankrobber

"What's more, it's actually a very enjoyable game, even though at first sight it looks pretty damn similar to last month's decidedly average Puyo Puyo Sun. Each character is eye catching and bizarre, the black, white and purple special blobs add danger and excitement to the proceedings and the slightly random nature of the chain reactions that occur throughout the game make for a competitive puzzler

## Su-su-sub games



Sub game one (inset) involves you placing a blank cursor on the blobs to re-arrange them into groups of three or more. Sub game two (right) is ten pin bowling



that can be played and understood without any knowledge of Japanese whatsoever."

Thanks, Alex. I'm sure that impressed the other team. So, Mark, to sum up... Steve says it's a collapsed scrum in rugby league, Noely says it's an ancient Japanese term for an armchair fan-cum-bandwagon jumper and Alex reckons it's a Nintendo 64 game. What do you think, Mark?

"It's hard to decide, really. I mean, I don't think I'm the right person to make a decision. I've only been team captain eight months after all. I'll have to

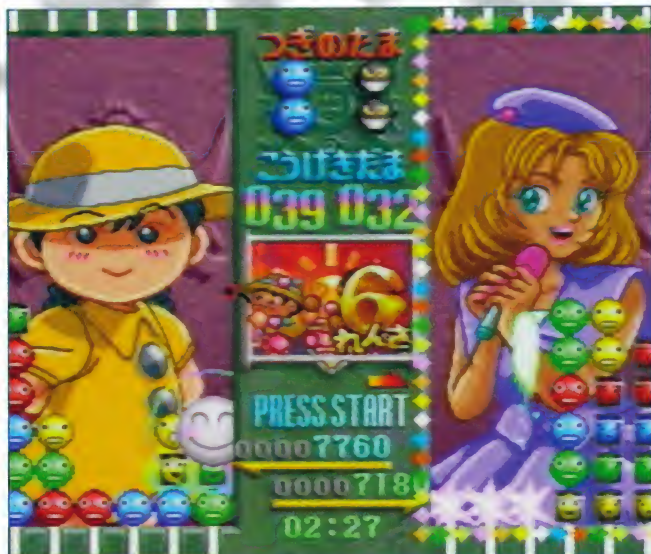


If you play well, she'll wink at you – just like a real lass



# Review

## Susume!



### Swings and Roundabouts

Here's a strip of edited highlights from a two player game of Susume to show that where there's life, there's hope and to illustrate the insanity that goes on behind the puzzles as the game progresses



confer with my team-mates." (Cue Jim)  
"I think Steve's rugby scrum thing could be true purely because it's a medieval sort of term and they're all ranksters in Salford. (Raises palm in defence of his last statement) No offence, Steve. No, but seriously, I don't remember hearing anyone in Wakefield using the word Susume even when they've been hit in the balbs by a cricket ball. I'm inclined to go along with Noely's definition, because Alex went on a little too long. Yes. I think it's the Japanese bandwagon jumper." (Cue smiling Mark)

"I think he's right, what do you think, Stu?" (Cue Stu)

### Definition of sound

"Mmmmm, 'Lex usually talks sense, but I'm sure he was trying not to laugh when he was reading out his definition. I don't know anything about rugby - I'm more a weight training man myself - and I've certainly never seen anything called Susume on the Discovery Channel.

So I'll go for a wild guess and say Noely's definition is the right one - he's into his Japanese, isn't he?" (Camera pans to Noely, who's looking mysterious and fingering his envelope, tantalisingly face down)

Okay then Mark, it's make your mind up time. Both your team mates think Noely's telling the truth. Do you? (Cue Mark, looking relieved that he doesn't have to make a decision himself)

"Yeah, I think it's got to be Noely."

So, Noely, true or bluff? (Camera closes in on Noely's envelope. He lifts it and it says BLUFF. Steve and Alex raise their envelopes simultaneously and finally the camera homes in on Alex's TRUE envelope. All hell breaks loose on Mark's team, with Jim shaking his head and Stu calling him all the names under the sun, especially 'Oink'. Mark shrugs his shoulders and says...)

"Fancy a two player, Alex?" ●

# N64 Score

BEFORE I DISCOVERED the other two games in Susume!

(see main review) I was happy to pigeon-hole it as just another in a long line of daft, unfulfilling Tetris wannabes. However, when I stumbled across the ten-pin bowling option for up to four players and the skillful variation (see main review also) I was forced to return to the pigeon hole, remove Susume and place it on the 'good effort' pile. If you'd read my comment at the end of Mark's review of Puyo Puyo Sun last issue, you'd know by now I felt more than a little cheated by it. This isn't the case where Susume's concerned and although it's by no means a must buy, it's an adequate addition to your N64 collection, particularly if you're a 'versus' fan rather than a lone gamer. Definitely better than Puyo Puyo Sun 64 - reviewed last month (70%), but not a patch on this month's other puzzle game Wetrax. **ALEX**

● **MARK** Better than Puyo Puyo, but only because of the sub-games. Apart from that both games are pretty much the same. Great in multi-player, especially the bowling game, but no fun at all if you're on your own

● **STEVE** When you enjoy a sub-game more than the game itself something's obviously wrong somewhere. It's not that this is particularly bad, it's just that we've seen it all before. About a million times. Bowling's quite nice though

● **NOELY** I enjoyed playing this for a while, but there's little that's not been done before. Unlike Tetris or Bust A Move 2, two player games of Susume are far too random. The bowling's cool, but not enough to make it a must buy

● **READER REVIEW** This is really unusual - I've not seen anything like this since Tetris on my Game Boy. I had a good time playing against the lads, but I doubt I'll buy it  
**Andrew While, Blackpool**

### GRAPHICS



### SOUND



### GAMEPLAY



### LASTABILITY



# 77%







# Air Boarder 64

## Catch some air with this high flying jet boarding game

Hot on the tail of the cool 1080° comes another rad sports game. This time swapping planks of wood for futuristic jet boards and psyched-out levels. But will it out-fly the mighty snowboarding game? Read on...

I jump onto the handrail and fly up towards the halfpipe. After



A firm kick starts you off towards the stunt ramps



You can see right down the grid floor on the practice level

**R**adical sports games are a strange breed. Ever since Paperboy and 720 hit the arcades, people have been trying to recreate the sensation of snowboarding, skateboarding or any other sport that could easily leave you broken limbed. On the whole these games have been less than favourable, and as a result I've never really loved extreme sports titles, but lately they've taken a turn for the better. 1080° has shown me that a snowboarding game can be truly brilliant and then along comes this fine game.

Air Boarder 64 is a futuristic attempt at an extreme sport. You control an air board which is best described as a floating skateboard with a rocket strapped to the back. If you've seen Back to the Future II then you'll know pretty much what I'm talking about. The result is a high speed skateboard that tears around at speeds so fast they'd earn you a speeding ticket if the police ever managed to catch you

As you'd expect the game isn't exactly realistic,

but this futuristic approach allows for a game that is far more exciting than just rolling around at three mph on a rusty skateboard. In Air Boarder 64 you get to fly around at ridiculous speeds pulling tricks that look ergonomically impossible and at times reaching such vertiginous heights that in real life you'd need a pilot's licence.

The aim of the game is to work your way around a stunt course pulling as many complicated tricks as possible. All the time a counter is ticking down and you must make it through a checkpoint before you run out of time. At first I thought it was a race, like 1080°, but if you just tear through the checkpoints you'll end up with hardly any points and won't advance at all.

### I'm an urban spaceman

You get a limited number of seconds per checkpoint, so the idea is to use that time to pull as many tricks as possible. So you end up frantically pulling stunts whilst keeping an eye on the clock and trying to work out how much time you need to make it to the next checkpoint. You







Mistime a tricky jump and I'm afraid you're gonna get hurt



Racing through a mouse hole to get to the next checkpoint



deftly jumping into the dip I do a handstand on the other side



don't carry on any spare time either, so you must try to hit the checkpoint at the very last second to get through as many stunts as possible.

There's a huge number of stunts you can perform thanks to clever use of the control pad. You use the analogue stick and Z trigger to move around and the A and B plus C buttons can all be used in different combinations to perform a wealth of special tricks.

### Off your trolley

The tracks are huge and instead of having a straightforward run like in 1080, in Air boarder 64 you get to go anywhere you want in a huge open plan area. You have a radar screen which tells you where the checkpoints are and you can go through them in any order. There's usually one particular route that works best, but the feeling of total freedom is great. It reminds me of Pilotwings in that you have a set goal, but within the time limit you can wander wherever you wish.

Points are gained by pulling stunts and if you get a high enough score then you move up the

ranks for that course. I have to admit that this is easier to say than do. The amount required to move up a rank is quite high, so you'll have to practice those tricks and work out exactly where the checkpoints are before you move out of the lowest ranks. But with practice you'll move on up and be given the option to race the tracks again, only this time the checkpoints have changed. This means that you go through completely new areas, each with different ramps and new objects from which to pull off stunts. The game is much more interesting and long lasting because you are constantly finding new areas of track to explore as the checkpoints move around.

### The Borrowers aboard

The tracks are interesting in themselves, with the first being a straightforward stunt track, followed by a forest course with rivers, trees and a huge hollowed out log acting as a half pipe and even rope bridges leading through the tree-tops. Then there's a snow filled city complete with moving cars and then best track of all, a huge house in



You can race up those walkways above the water



Bobby holds his board and tries not to look down



There's nothing fake about the graphics in this game



The city has some stunning jumps to tackle



I'd better land properly, what goes up and all that...

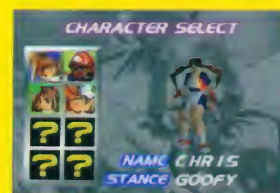


Ooops! That's gonna hurt, next time I'll try to land on my feet

### The Characters



Alf is a standard character who's good to start with



Chris is very stable. Maybe it's the aerofoil-style hair



Bobby is a bit of an Alladin wannabe. Good for tricks



Dave's a bit slow and lardy. Lands on his feet though



## Air Boarder 64



I'm aiming for that yellow circle because it's the checkpoint



You can pull some stunning tricks from this half-pipe

**The Staircase: It's the biggest jump of them all. Take a good**



I'm gonna reach for the sky when I leave this ramp



In Sunset Island you have huge bridges to race down

which you are about the size of a mouse. You've never seen ramps on such a huge scale until you've tried pulling a series of stunts whilst flying down a staircase.

### Tricks of the trade

If you want to explore the tracks without having to worry about the clock ticking down, then there are a couple of other modes to play with. You can either take a practice run at each of the tracks to look around, or you can choose a coin challenge where you have to search through the track and collect all of the hidden coins. There's usually around 100 coins on each track with more appearing on the harder levels, so by the time you've found all of the coins you'll have pretty much seen all there is to see on that course. Although to be honest I keep finding new things every time I pick up the control pad, which is one of the hallmarks of a truly great game.

The graphics are mint as well, all of the tracks are rendered in lush detail and there's no fogging or clipping so you can really see into the distance.

All of this adds to the huge impression of vertigo as you fly miles into the air, only to come hurtling towards the ground. The characters are well animated, not quite as smooth as the boarders in 1080, but considering the speed that the game moves at I'm neither surprised or bothered that they move a little quicker and less realistically than in real life.

### Television aerials

Things aren't perfect in Air Boarders, although it does come close. The things that make it such a good game are also its failings. The open plan nature of the courses can be confusing and often more than a bit irritating. But most of all I really feel that there really isn't enough in the game. Despite the huge levels there's not much to do except fly around pulling stunts over and over again. I think there's so much more they could have done with this game. More modes, hidden objects to find, different objectives than pulling stunts and getting through checkpoints would certainly have increased the game's longevity.

### Skate Parks



Green Park is full of ramps and handrails to play with



Lost Forest has waterfalls like this to pull tricks from



Snow Festival 64 is a winter city with cars to avoid



Giant House has huge furniture to jump off







I'm tearing around the beachfront on practice mode



If you fall down to the left you'll regret ever trying this trick

run-up, pull a few tricks and then try to land feet first



One thing is certainly missing and that's a straightforward race mode. It's a pity because I think that the courses would be great if you could tear around against the other boarders in a straight out race to be first past the finishing post. It would have expanded the game immeasurably and were it not for this exclusion Air Boarder 64 would be sitting here with a stamp of approval. A race mode would also make the two player game better because at the moment it's a variation on the one player trick mode where you go around pulling stunts. The split screen is a bit limited for this mode and because of the open plan design of the courses you tend to get lost.

### Landing on your feet

Despite these few problems Air Boarders is still a very good game that I thoroughly enjoyed playing. It looks great and plays well and if you're into extreme sports then this should really appeal to you. And with 1080° being held back in Europe until October, you could be looking at the extreme sports game for this summer ●



Climbing stairs on a skateboard has never been easier



I'm blinded by the glare of the sun as I fly around



Aiming for the chest of drawers in the giant house course



I keep trying to jump onto the table but keep missing

# N64 Score

AT FIRST AIR Boarder 64

was a bit too obscure for my blood and I was going to cautiously recommend that you wait until the official release. But then I worked out what was going on and discovered a really good game hiding within. It's not a racing game, it's more an exercise in performing outrageous tricks whilst working through a stunt course. The graphics are truly brilliant with excellent track design and Air Boarder 64 deserves credit for the wonderful massive house course in which you're a skateboarding fleaspeck. But I'm really not convinced about the lastability of the game. Although the tracks are huge, the objective always remains the same and pulling the same tricks over and over again could soon become repetitive. But if you're a fan of radical sports then this could well be your perfect game, so take a look. **MARK**

● **ALEX** Overlooking the odd graphical glitches, Air Boarder is an attempt at originality on Human's part so they can't be faulted for that. The action takes place in big, chunky play arenas and should catch the eye of hardcore gamers

● **STEVE** This isn't bad actually, the only shame for it being that it's appeared so soon after 1080, and as game's go they do have some similarities. Still, it's a nice way to waste a couple of hours if skateboarding's more your thing

● **NOELY** This entertaining little title arrived unheralded in our offices and was quite a surprise. It looks good, it's inventive and has excellent courses, but the lack of any race mode seriously hampers it's appeal and lastability

● **READER REVIEW** This looks great, plays well and despite what the team says, it does have lasting appeal. I didn't tire of my jet board and had to be dragged off the game  
**Peter Hinch, London**

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



# 84%



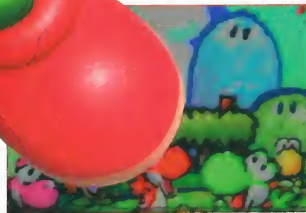
# Yoshi's Story

Scrape the vomit stains out of the carpet, Yoshi's back

Well, it's still not quite the classic we were all hoping for, but the Yoshi's Story US version is certainly a whole lot more appealing than it was in its Japanese incarnation...



Everyone's so happy it makes you want to chuck up



For a baby dinosaur Yoshi has got enormous feet!



Headbutt the green and white spotted blocks to get eggs



Eating fruit perks young Yoshi up every single time



The 2D storybook concept is one we'll be seeing more of

**T**hose of you out there with decent memories will remember that a couple of issues back I went a bit mad. And in that delusional state I thought I heard a voice in my head telling me that the Japanese version of Yoshi's Story wasn't all that good. And that voice told me that I should only give it 79%. And in my sick, twisted state I listened, gave it that derisory score and was duly banged up at the end of the review by the fabled 'men in white coats' (just between you and me readers I still stand by that score, but keep it quiet. Walls have ears and all that). Well now I have a chance to redeem myself. To prove my sanity by re-reviewing the game, this time in it's American incarnation, and if I get it right this time I can win back my freedom.

You see recently I've again been whiling away countless hours

munching on 'Super Happy Tree Fruit', leaping from platform to platform, defying death at every turn and even doing battle with giant smiling clouds. And when I haven't been doing that I've been playing an import copy of the long awaited Yoshi's Story, which by an incredible coincidence features many of the same activities (yeah, I know I used the same gag last time, but material like that can easily stand the test of time again and again).

But this time the Yoshi's Story hasn't put me



The blocks with faces on will give you handy hints

## The puzzles in Yoshi's Story







## Delicious dinosaur delicacies



The yellow Yoshi can't get enough healthy bananas



Apples are the fruit of choice for the cheerful red Yoshi



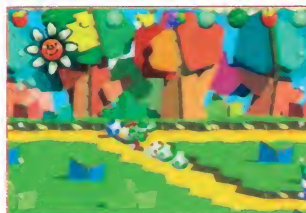
Green Yoshi isn't as fussy, liking both melon and watermelon



Both light blue and blue Yoshi's are partial to grapes



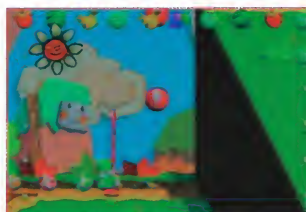
in an impossible situation of enjoying the game more than probably 95% of any other N64 game I've played, but still having to try and deter you, our valued readers from rushing out and wasting your money on an impulse. It's the same story this time for the most part – on the one hand you've still got one of the most innovative, enjoyable, colourful, puke-inducingly cute platform games ever on any system. But at the same time on the other (wholly less positive and slightly grubbier hand) you also have one of the



The eggs will follow you around, waiting to be thrown



Your way is blocked by an obstructive elephant



Latch onto the exclamation mark with your tongue



This will enable you to reach higher platforms easily

easiest, shortest, most unsatisfying games ever in any genre. See how the pluses and minuses even themselves out almost perfectly? But this time the frustration factor provided by the language is completely gone.

### Fruit and nutcase

I always hate trying to play a game when I don't know what's going on. I usually have a quick bash, realise I'm struggling and then fall back on the manual to fill in the blanks.

Obviously with import software you can't do that unless you speak Japanese, and from a personal point of view that left the game feeling more than a little hollow to me. I had no idea what I was missing (if anything) and I hate that. The transformation as soon as I started to play the new version was astonishing. Because I could read the on screen hints (provided as ever by the lovely Ms. Hint) the game ceased to be a headlong



You can bounce off Mr Balloon

Bombs explode when they touch you

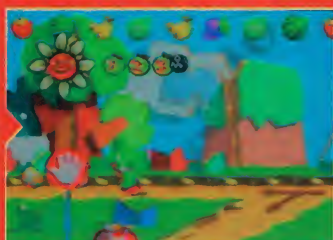


Fish are the biggest swimming danger

Ms Warp lets you transport about the level



### have obviously been designed with under 12s in mind!





# Review

## Yoshi's Story



The question mark blocks throw out surprise bonuses



Eat the Shyguys and you'll get another egg to throw



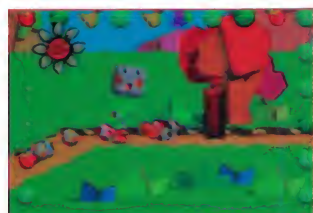
Various timed bonus levels crop up throughout the game



The fruit mounts up around the edges as you collect it



Climb into the pot to go to a bonus level



The dog will help you sniff out secrets and hidden areas



To a limited degree you can zoom in for a better look



Collecting the big hearts opens up levels on the next page

game, but you'll actually only have played a quarter of the levels the game has to offer.

There are 24 levels in all, divided into six sections – or six pages in the game's 3D pop-up storybook to be more precise – each of which is in turn split into four stages. However, to complete the game you only have to do one section in each of the stages, leaving 18 untouched. And to see

them all it's not just a matter of playing through four times selecting a different stage each time because a virgin cartridge only has one level in each stage available to play (except the first page which has all four already open).

### Pulp addiction

As you play through a level you'll occasionally come across a friendly looking heart thing. Collect one of these and you'll have access to another level on the next page, and if you manage to find two hearts then three out of four will be selectable, and so on.

The main object of each level though is to collect 30 Super Happy Tree Fruits. Do that and you'll have completed that stage and move onto the next. However, this latest edition of Yoshi's adventures – the first being the excellent Yoshi's Island on the SNES – tries to hark back to the golden age of gaming when the incentive to play was to get a really high score.

An attempt has been made to reintroduce this long lost element by awarding more points for collecting your designated lucky fruit (allocated

rush through each level (I thought the aim was to get to the end as quickly as possible). Now I was probing, exploring, trying out new things. And it improved the whole game no end.

### Bit of a Dodo

But I'm getting ahead of myself, at least for those who didn't read issue 5's import review, so I'll recap. With the initial confusion now removed, Yoshi gets going right from the off and takes a firm grip of you, not letting go until you've finished the game. A seemingly bold claim I know, but when I can safely say that if you haven't finished it within three hours of first taking it out of the box then you must be the N64 gaming equivalent of Eddie 'The Eagle' Edwards it's a claim that loses most of its impact. And the nasty rumours that our very own Mark is still plugging away months down the line are ones on which I couldn't possibly comment.

Although technically I'm not really being fair. Finished is perhaps the wrong word. Put it this way, you'll more than likely see the end sequence on your very first session with the



Swoops down to attack from above

Tries desperately to get in your way



Ghosts haunt Yoshi on the later levels



I have to admit, I don't know what this is







Ooh, big scary monster alert. Except it's not that scary...



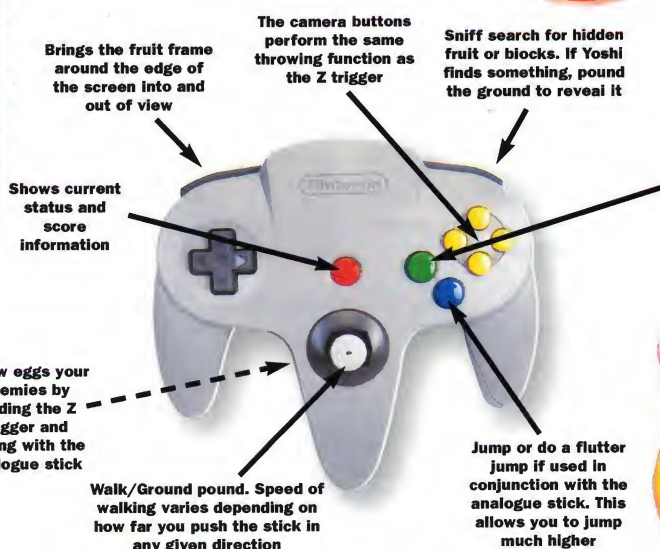
Burst the bubble and you can do a tongue leap



The underwater levels are some of the most impressive



Most of the enemies can be overcome in next to no time



Brings the fruit frame around the edge of the screen into and out of view

The camera buttons perform the same throwing function as the Z trigger

Sniff search for hidden fruit or blocks. If Yoshi finds something, pound the ground to reveal it

Use this to stick out your tongue and swallow any enemy that gets within range

Shows current status and score information

Throw eggs your enemies by holding the Z trigger and aiming with the analogue stick

Walk/Ground pound. Speed of walking varies depending on how far you push the stick in any given direction

Jump or do a flutter jump if used in conjunction with the analogue stick. This allows you to jump much higher



at the very beginning of the game by a one armed bandit reel system) or every little Yoshi's favourite fruit, watermelon. But it doesn't work all that well. Manage to collect 30 melons and you'll get maximum points, and initially I thought I'd be surprised if merely getting a good score would be enough to satisfy most gamers in these fancy, FMV cutscene soaked days. But it is, and we're living proof. You see, although you'll finish the game in next to no time, you find that its appeal doesn't diminish. You can quite happily go back to it time and again and that's where the high score goal comes into its own.



As the game progresses you'll be attacked much more often



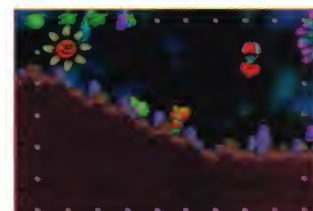
### Massive hairy melons

Yoshi's Story is such good fun to play that replaying the same levels is in no way a chore – and indeed when you throw in the super tough task of trying to finish each level having only scooped watermelons (and believe me, it's wildly difficult) you've got a game transformed from being too simple to one that will take months to complete.

However, it really is obvious that this game is aimed fairly and squarely at gamers with much less 'body hair' than any of the N64 Pros have had for at least 10 years (and in most cases more like 15). There is absolutely loads of fruit knocking about the level and collecting 30 is a doddle. It's sort of a will-power based difficulty

level setting thing I suppose, but believe me, no matter how determined you thought you were when you're down to your last drop of energy you'll grab anything that's going to try and finish the level! The appeal to older gamers is there though if you can get over the initial disappointment factor at finishing it so quickly.

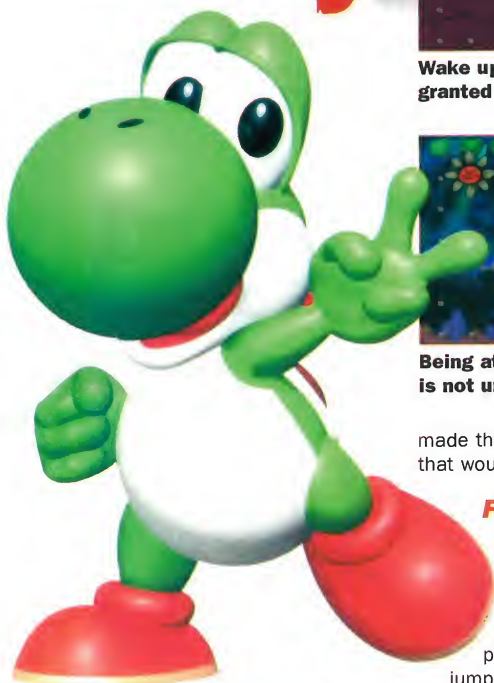
I'm no games designer but I still think it would have been a good idea to put in an option that allowed the older player to turn down the amount of fruit in each level? That would have made Yoshi's Story a much greater challenge, even for the hardened gamer and would have



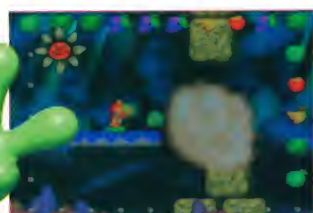
Catch the heart floating down on a parachute for extra health



## Yoshi's Story



Wake up Ms Warp and you'll be granted a restart point



Being attacked by giant clouds is not uncommon



made this a much, much better game and one that would stand the test of time.

### Free range - size 30

Your Yoshi collects fruit by lashing it with his extra long tongue (ah, maybe that's why he's so popular with 'the ladies') which can also be used to despatch enemies and grab onto platforms if the little fella's misjudged his jump. Enemies can also be killed by 'bottom bouncing' on them in true platform tradition, as well as death by projectile. This happens whenever Yoshi has laid an egg which can then be fired at enemies, destructible walls, or bubbles which contain fruit or bonuses of some kind. Eggs are collected either by finding them dotted around or by eating an enemy causing a little egg-layage.

And that's basically it as far as control goes. Quite simple isn't it? There are a few bosses dotted around the place which are far too easy to beat - because although each does require a

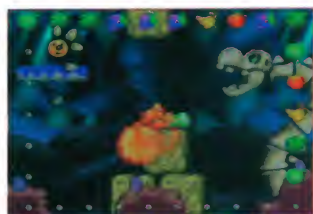
completely different strategy it only takes a minute or two to figure out what it is. Plus there are a few bonus levels, including one truly hilarious one in which you have to balance a massive stack of crates in your arms and make your way from one flag to another without allowing them to topple over, which is surprisingly great fun.

### Be my PAL

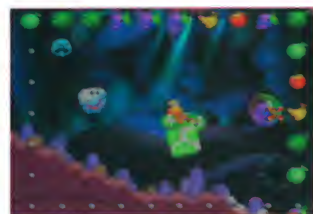
All in all though I have to say that while the Japanese version of Yoshi's Story was quite a big disappointment (although certainly not on the enormously poor Bomberman scale of things), the Anglicised version seems infinitely more satisfying for some reason, even though the changes we had all hoped for haven't materialised. I criticised the Japanese version because it was too short, far too easy and there was too much faffing around required for my liking due to the general Japaneseyness of it the gameplay. And I sincerely recommended that all you N64 games buyers do yourselves a favour and wait for the British release, or at least American import.

Well, it's still too short and still far too easy, but with the fiddliness now removed, any frustration that was previously felt has gone. And with the extra long-term challenge it's now impossible to have anything but positive feelings toward the game.

It's stunning to look at (perhaps the best looking N64 game to



The skeletal figure blasts fireballs at you in fair fashion



The clouds act as platforms but disappear after a few seconds

### Even underwater levels have hidden bonus sections tucked







date), the tunes are good fun and varied and the gameplay itself will change the 2D platform genre forever. To be honest, I can't imagine not using the analogue stick ever again in this type of game, disproving my original fears that it just couldn't work. However, I am starting to fear that Miyamoto has lost a bit of his edge in his quest to provide games for the whole family. No matter how much you want to you just can't dispute that the difficulty level is laughable and in most gamer's eyes that sort of game trait is pretty unforgivable. We'll just have to keep our fingers crossed that Zelda doesn't turn out to be suffering from terminal easiness as well!

Right, looks like I've suitably redeemed myself in the eyes of those who thought I'd lost it because they've said I can go home. What a treat. Right, could someone call me a taxi please? My address? Yes, it's Yoshi's cottage, the Pop-Up Book, Super Happy Tree Fruit Land, and don't spare the horses. What's that you say? You think I should go back to my padded cell? Never! You'll never take me alive. The Yoshis will come and save me... ●



**Eat nothing but melons if you want a perfect score**



**Baby Bowser is the villain of the piece**

**Shyguys are cowardly bad guys**

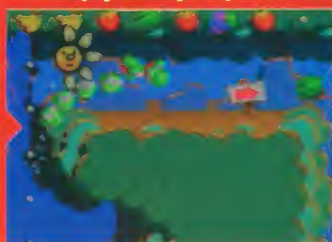


**The sniffer dog seeks out hidden areas**

**Looks like a scary bullet to me**



**away in hard to reach places, so keep your eyes peeled**



# N64 Score

**ALL MY MIXED** feelings about this have gone right out of the window now. Buy it as soon as you can is my advice, and if you do you'll become the proud owner of the definitive 2D platformer on any format. And it's one that I can't see being surpassed in the near (or even quite far) future. Yoshi's Story looks absolutely fantastic, sounds purely magical and is an utter, utter joy to sit down and play. I defy you not to be grinning like a loon from start to finish while you're playing Yoshi's Story as it throws up cute and amusing touches at what seems like every single prehistoric step of the way. To anyone who thought the 2D platformer was way past its best, I suggest you think again! Yoshi's Story is living, breathing proof that there's life in the old dog yet. Or maybe that should be life in the young dinosaur yet. **STEVE**

● **ALEX** Not my bag to be honest, but I can appreciate why the rest of the team are into it. Nothing ground-breaking in terms of looks or gameplay, but solid, entertaining fare from start to (pseudo premature) finish

● **MARK** Nintendo prove once again that they make the best platform games on earth. A fine game with loads of hidden surprises, great graphics and many cute touches. You'll be throwing up for weeks and still loving it

● **NOELY** Having played Yoshi's Island on the SNES I was expecting better things on the N64. It's still good, but the absence of baby Mario and the inclusion of the fruit are all changes for the worse. They should have left well alone

● **READER REVIEW** Yes it's cute and yes it's a joy to play, but I got to the end on my second go! I'd never buy a game that's so easy to get through, but it's great for a quick play  
*Giles Flood-Murphy, Worthing*

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



# 88%



# Rampage World

Have a good time all of the time by never playing Rampage

Up from the depths/  
thirty stories high/  
breathing fire/his head  
in the sky. Can't be  
talking about Rampage  
World Tour, then...



The best thing about Rampage. Being able to destroy Liverpool



King Kong refused to give up his last domino



Army parachutist in vain attempt to leave the game



She looks mint without her glasses on and her hair down

**W**HEN you're Editor of a best-selling games mag like myself you get asked all sorts of questions, both by your mates outside of work and people who you've never met before. Not only that, people like to make assumptions about your lifestyle and income. Please bear with me – anyone who's read one of my reviews before will know that I get to the point eventually. If you've never read one before, bear with me anyway – you'll end up enlightened. And you'll save at least £49.99 in the process. Here's some examples of the questions/assumptions followed by the answers/reality

**Q1) You're Editor of a games mag. Do you just sit around playing games all day?**

A1) No. If I did that, nothing would get written, the mag would never happen and I'd probably go completely mad in the process.

**Q2) You must be on loads of money.**

A2) No. Put it this way, I earn less in a year than premiership footballers earn in a week (and I'd much rather be playing football for a living, regardless of the wage).

**Q3) You must have a really flash company car.**

A3) No. Not only do I not have a company car, but the car I am still paying off the loan for is a bottom-of-the range G reg 1 litre Nova.

**Q4) You must be able to 'tap off' with all the chicks you want.**

A4) No. I'm married with a kid.

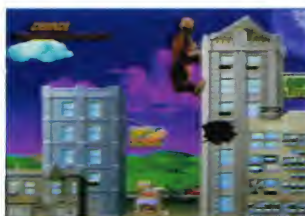
**Q5) Yeah, but it must be great getting all the new games in first and testing them out and that.**

A5) WHEN IT'S A GAME LIKE RAMPAGE I FEEL LIKE CHUCKING THE WHOLE THING IN ALTOGETHER, GOING OUT AND DOING A HEINOUS CRIME JUST TO MAKE SURE I GET LOCKED UP FOREVER SO I'LL NEVER GET TO SEE ANOTHER VIDEO GAME EVER AGAIN

Get the picture? make no bones about it, regardless of what I've just said I do enjoy my job. It pays (half) the mortgage (just about). There are many people who'd like to do my job and – being born and bred in Sunderland – I'm glad just to be in employment to be honest. But if games like



Young Jimmy failed to heed the demolition man's warning about getting too near to the blast



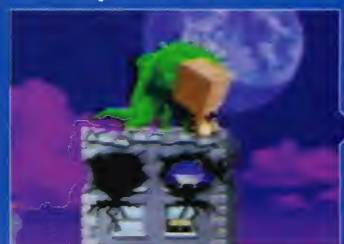
So where's this blonde you told me would be at the top?

Rampage World Tour came in day in, day out I'd soon be out committing the aforementioned heinous crime.

You see, Rampage World Tour is shite. Sorry, I know my 'A' Level in English literature (thanks Bede School) and degree in Social Science (thanks Manchester Poly) should have somehow extended my vocabulary and descriptive prowess, but Rampage World Tour has drained me of any writing skill or enthusiasm for my job I might have had.

Noely remembers Rampage World Tour from the mid-eighties on the Atari ST. Mark remembers it from his shady days in Sheffield arcades. If Steve were in work today (and not at home, diligently writing this issue's news on his own in peace), I'm sure he'd have come out with some similar 'I remember that' anecdote. I personally cannot remember it. Maybe it came out when I first discovered birds. Or drinking. Or maybe I've just conveniently wiped out any recollection of having seen such a dire piece of software, which, for its time, had novelty value if nothing else/there's no 'if' about it. Rampage World Tour was shite when it first came out – before some of our readers, God bless you all, were

Smash plane. Plane turns to







# Tour



old enough to wipe your own arses. And, guess what? It's still shite now.

Check me out – I'm a big green/brown/pink monster. Ho ho. Check me out – I'm destroying buildings. He he. Check me out – I'm eating innocent civilians. Ha ha. Check me out – I'm smashing tanks and 'planes. Oh  
oooooooooooooooooooooooooooo  
oooooooooooooooooooooooooooo. Hold on, the second level's the same. And the third. And the fourth. And the fifth. Ad infinitum. Oh, hold on, up to three players can be monsters at the same time and give each other a bit of a dig as well. Wow! Interaction! God, Rampage is nearly as good as Clayfighter 63 1/3!

## Lethal injection please

Apologies to all concerned. Matt at GT in particular – it's not your fault you've been saddled with having to do the British specialist press PR on this dead horse (with all due respect to the three goners who got shot after the Grand National). I'll completely understand if you never send me a game to review ever again. But, for God's sake, GT, do us all a favour and leave this one well alone while there's still time. Americans might pay through the nose for this sort of crap, but we're a bit more discerning over here. Give me a mildly amusing two minute cartoon any day, but don't stick it in a Nintendo 64 game box and try to flog it to me for £50.

After struggling manfully to find a redeeming feature worth mentioning, Jim (the artist who doesn't play many games as a rule) said, 'It might be alright if you're pissed.' Nuff said ●

box. Smash box. Box blows up. Punch building. Box falls down



# N64 Score

NEED I GO ON? Damn, I've got a comment box to fill.

Okay, I'll put it this way. This is the worst N64 game I've ever seen (with the possible exceptions of Clayfighter 63 1/3 and Mortal Kombat Mythologies) and is a woeful under-use of a machine with the potential that the N64 has undoubtedly got in abundance. Have the makers of Rampage World Tour never seen GoldenEye? Or Diddy Kong Racing? Or ISS 64? Rampage World Tour may have been pseudo-acceptable over 10 years ago, but now it's nothing more than a worthless, dated rip-off. On the subject of rip-offs, I'm off to rip off a bank and kill a few innocent bystanders. Yes it's true. Video games like this one are bad for you and make you turn into a violent psychopathic criminal. Don't play it, or else you'll end up as angry, confused and deranged as I've become myself. **ALEX**

● **MARK** It's amazing how little this game has changed in all these years. Imagine building a games console utilising the most powerful SGI graphics technology, then using it to create a game last seen 10 years ago. Total rubbish

● **STEVE** I take all the points on board about this not being all that different from the original and under-using the N64's power, but I disagree that it's as bad as it's been painted. I'd have given it about 30% more...

● **NOELY** Chill out GT! For the £50 or so you'd spend on this crap rehash you could buy yourself an Atari ST, or an Amiga plus Rampage and tons of games on 3.5" disks. A chronic example of under-utilising a machine's capabilities

● **READER REVIEW A** 'smashing' game for three players, Rampage World Tour makes for great fun, destroying cities all over the world! For all of two minutes.

Ron Johnson, Northumberland

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



# 33%



# Wild Choppers

We've got Wild Choppers in our office. Oh! Suits you sir

Just another average Monday at work. I pull out my Wild Chopper, slot it into the Nintendo and hit the power switch. Did I scream with the electric experience, or was I shocked that this could appear on the N64?

**T**RY SAYING Wild Choppers to a girl and watch her snigger. It's an unfortunate name to choose, but I'm not talking about classic 70's bicycles with ludicrously sized wheels. Oh no, I'm talking about the new import helicopter game from Seta. So now all that's cleared up I'll get on with the review.

About a year ago someone at Seta said: "I've got a good idea, let's make a fully 3D version of Desert Strike." And in truth this was indeed a good idea, since Desert Strike was a great game that's only hampered now by its ancient looks. A 3D game with all that playability but with souped-up graphics would be more than welcome in my corner of the office.

## Wildly unoriginal

So Wild Choppers started life with rather grand aspirations, admittedly not very original, but grand nonetheless. The question is, does it fulfil these aspirations and step into Desert Strikes rather large boots? Well, yes and no really, but mainly erring on the no side I'm afraid to say.

For those of you who never played Desert Strike and don't understand what I'm mumbling on about, I'll explain. Desert Strike was basically a shoot'em-up with a bit of strategy thrown in for good measure. You piloted an Apache helicopter around Iraq generally blowing a Middle East madman's (strange how this is still topical) army to hell. When you blew up buildings you could sometimes pick up crates with the help of a crane underneath your chopper. These crates



I've locked onto a plane and I'm ready to fire a missile

carried vital equipment such as extra fuel, weapon refills and extra armour. You had to be pretty shrewd about what you picked up or you may find yourself running low on 'copter juice.

Wild Choppers has pretty much the same basic premise to it. You fly around in a helicopter (no longer the cool looking Apache though,) generally blowing some mysterious army to hell, and when you blow up buildings you get to pick up pretty

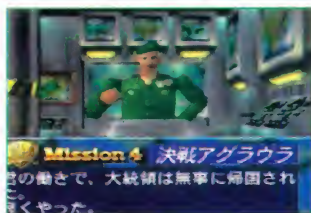
much the same sort of stuff that you discovered in Desert Strike.

This time though you get an assortment of helicopters to choose from, each with their own strengths and weaknesses. You also get a variety of weapons to choose from and depending on the size of your chopper (ahem) you can carry between two and five different types of enemy crushing destruction. These range from air-to-air missiles, air-to-ground missiles, a couple of bombs, dummies and (my personal favourite) a shedload of straightforward rockets. Whatever helicopter you choose you're not going to suffer from a lack of firepower.

It's got the idea, it's got the weapons, so what's the problem? Well first of all the graphics aren't much cop. They're okay, but a bit blurry, a bit bland and no matter how hard you try to convince yourself, all that fogging ain't early morning mist. Nothing seems to fit together very well either, it's as if the lack of detail makes the construction process glaringly obvious. In other words, they don't look like mountains they look like what they really are, just big green triangles.

The helicopters are a pretty strange bunch too, being fat and cartoony rather than realistic. Imagine that during the gulf war, Jimbo and the Jetset had been drafted to form an elite flying corp of chubby smiling helicopters armed up to the eyeballs with smart missiles and dumb grins, and you'd be close to the action in Wild Choppers.

And the sound, ugh... Don't get me started on the sound. Stuart (one of our artists) sits next to one of the



The General mumbles on in Japanese before each mission



I had to protect this passenger jet to finish the mission



Rambo decides to dangle from my chopper

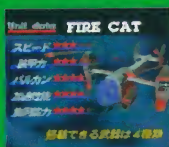


Tank Smashin' Fun: I'm trying to

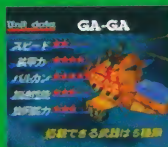




**The 'copters are a portly bunch of Jimbo inspired death dealers**



Fire Cat



GA-GA



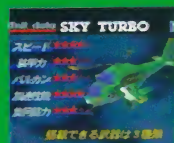
Hard Bull



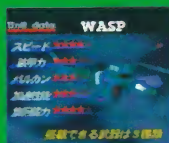
Kolinsky



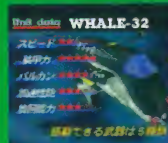
Retsu



Sky Turbo



Wasp



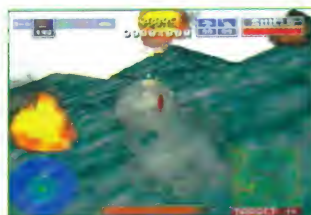
Whale-32

game testing N64s and after an hour of Wild Choppers threatened to rip me a new one if I didn't hit mute. All these are just cosmetic complaints though, because it's my belief that the control system was designed by Satan himself.

### Chopper control

Imagine the control system used by Turok and Duke Nukem (analogue stick for looking, camera buttons for moving). Now imagine it in reverse, with your right hand on the analogue stick and your left hand on the D-pad. Which is the complete opposite to everything you're used to when playing on the N64. And like the true opposite of Duke Nukem, this game handles like a pig. And just to make matters worse you have to use the A and B buttons (with your third hand presumably) to change weapons. Why did they ever persist in using such a stupid gimmick?

There's an option screen to change the controls (hooray!), but you can only change it to an even sillier system where you still use the D-pad for moving, only now you can have the analogue stick reversed. I'd of thought a control system so manifestly dim in conception would never have made it through the big N's rigorous quality control. However, if you persist then you will eventually learn how to use the controls, but it'll seriously screw you up. And in the end it's just not worth the time and effort on this average, but by no means brilliant shoot'em-up. Not the most encouraging comment I know, and that's because I don't really encourage you to buy this game ●



There's fire all around and I'm taking a lot of hits

**knock out a radar dish and a tank is in my way. But not for long**



# N64 Score

**WILD CHOPPERS** is a strange and not particularly attractive beast that's been hanging around the office waiting for someone to slay it. And I can honestly say I wish I'd never offered to do the deed. Wild Choppers is an average shoot'em-up that tries and unfortunately fails to recreate Desert Strike in a 3D environment. The graphics are bland and blurry and there's an appalling amount of pop-up. It's also sluggish and the "it's a helicopter game" excuse doesn't cut it with me because it's not in the least bit realistic. But by far the worst thing about Wild Choppers has to be a control system that's been designed by an alien with three hands and no sense of direction which makes you hate the game just that little bit more. Persevere and you'll find an average shoot'em-up, but you're better off saving yourself the bother. **MARK**

● **ALEX** Suffering from a bad case of 'the screenshots make it look better than it is' syndrome, WC (apt initials those) deserves praise for its visuals and little else. Seta have found a gap in the market, but filled it with shit

● **STEVE** The fact that it's taken so long for someone to steel themselves enough to review this tells a story in itself. Do we really need an inferior version of Desert Strike? Even if it is in 3D

● **NOELY** Mark didn't exactly have to fight anybody for the dubious privilege of reviewing Wild Choppers. I played Thunderhawk II from Eidos years ago and enjoyed it more than this dull, fiddly and quite frankly lazy offering

● **READER REVIEW** The controls aren't that bad but you should be able to change them if you hate them as much as Mark. I enjoyed playing this but I don't think I'll be buying it  
**Jason Grant, Birmingham**

#### GRAPHICS



#### GAMEPLAY



#### SOUND



#### LASTABILITY



# 58%



# Wetrix

You can lead a gamer to water, but can I make them drink?

Probably not actually, because to be honest I'm not feeling particularly persuasive. Which is a shame really, because Wetrix really does deserve to do well. Let's see how I get on then...



Classic mode is not just blowing its own trumpet!



The arrows point out where water is leaking from

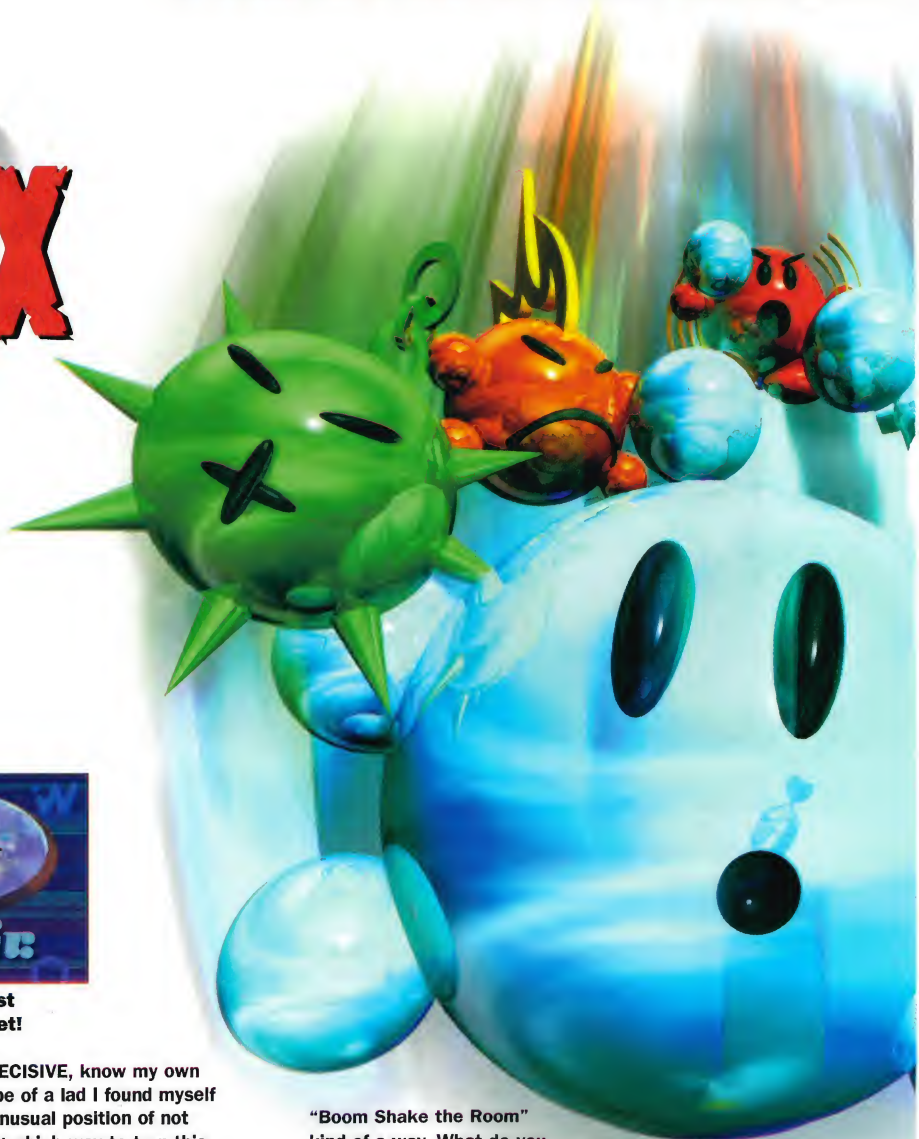
**B**EING A DECISIVE, know my own mind type of a lad I found myself in the unusual position of not knowing which way to turn this morning. The problem being that I had two intro bits of text that slot under the main heading on our reviews, and I couldn't make up my mind which one to choose. You've already read the one I eventually opted for, and you may be asking yourselves, which was the one he abandoned? Well imagine, "Drip. Drip. Drip. Boom!" said in a big Willy Smith

"Boom Shake the Room" kind of a way. What do you reckon? I know, tough choice eh? But I was worried that I might sound a bit of a tosser with that one. Or should I change it? It might not be too late!

No! Get a grip! I'll tell you what readers, it's a good job the game itself is not something I'm indecisive about, because the way things are going this review would be little more than four pages of mindless waffle (who said 'Aren't they always?'). None of that though, Wetrix is perhaps the finest puzzle game since Tetris and probably the most mind numbingly addictive N64 game ever! And for once the whole team is completely in unison and 101% per cent behind me (I was especially pleased when Noely liked it because, being a bit of a drip himself he's perhaps in the best position to judge) instead of the usual sniping, criticising and general disagreement that usually goes on amongst the 'team'.

## Northern Irrigation

And the best thing of all (well, for me anyway) is that Wetrix is totally home grown. The Manc boys come good once again! Both Ocean and Zed Two (the developers) hail from the beautiful city and it's nice to see a bit of success – well, only critical



This is the aftermath of a water evaporating fireball



And so is this, as you can see by the steam rising





## The cast...

**SPIKE:** A mine that will bob around on top of your lake for a while. Don't evaporate your pool while he's about though!



**BOMB:** A real nasty piece of work, despite a cheerful exterior. He'll blast whacking great holes in your landscape and let the water flood out!



**WETBOY:** Falling water bubbles will create pools on the landscape, and hopefully form lakes if you've built correctly



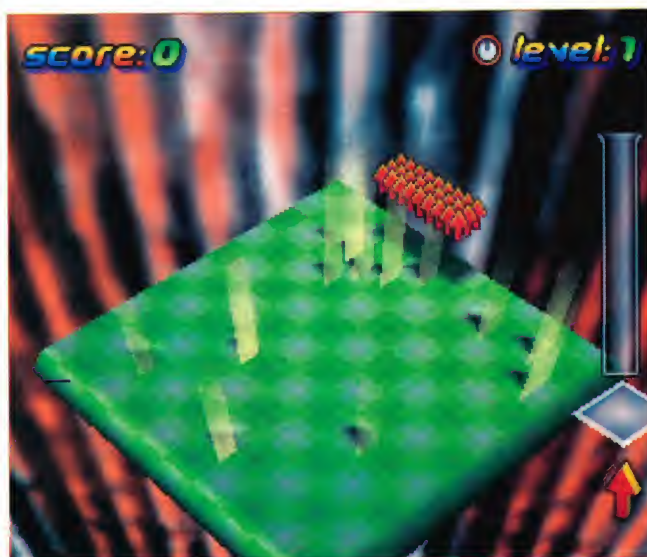
**BURNIE:** The saviour of the day on many a frantic occasion, he's the man who'll evaporate all your water nightmares away!



As you can see there are a few mines bobbing about the place



A wise move indeed. Never clear a lake filled with mines!



success so far, it remains to be seen how sales go – for our home side.

Played in an entirely isometric view, Wetrix calls on you to arrange 3D shapes on a square landscape in much the same way as Tetris. And the idea of the game is stunningly simple, as indeed most of the best ideas often are.

### Noah's park

The object is to use the 3D shapes to build channels and lakes which are used to contain water. You need to swiftly build enough containment areas before water bubbles start to fall from the sky, otherwise it will run off the end of the playing area and that spells disaster. At the side of the screen is a test tube looking graphic which is actually a drain. When enough water has been lost to fill the drain the game is over. Simple as that. But while it's easy to understand, actually doing it is a completely different matter entirely.

The water falls persistently (probably influenced by the Manc origins of the developers) and no matter how skillfully you've constructed your lakes they will overflow in the end. Unless of course you evaporate

the water. This is done by dumping fireballs that fall occasionally into the middle of the lake. The fireballs turn all the water it touches into steam, as well as emptying out some of the contents of your drain, often to cries of 'Thank God for that!'

And basically that's all there is to it. Granted other stuff does fall – such as bombs which punch gaping holes in the landscape allowing the water to flood out, and ice cubes which freeze the lakes that they touch rendering fireballs much more ineffective – but for the most part it's just blocks, water, blocks, blocks, water. And if you can't cope with this relentless tide then Wetrix will probably infuriate you more than most.

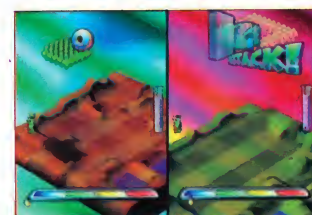
### Drowning by numbers

At times you feel like King Canute trying to hold back the tide. Indeed, that's quite a relevant analogy because as with Tetris, Wetrix is one of those open ended style of games where the motivation is not continuing to see what new things the game will throw at you, it's in actually bettering your last performance and score.

For the most part I should imagine most people



Two player mode brings in the added attraction of weapons



The weapons are of varying power, including ice and 'quake'



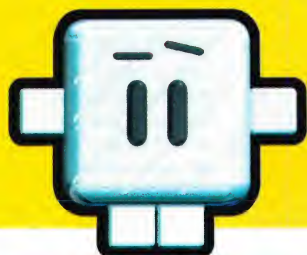
# Review

## Wetrix

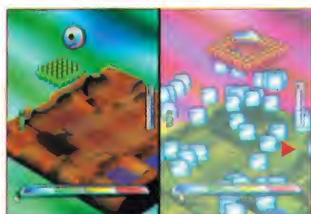


◀ **Derrick:** Floats about on top of a deep lake and multiplies your bonus. Top bloke!

▶ **Quake:** Devastates your landscape but can sometimes be a blessing in disguise



◀ **QB:** Nothing to do with American Footy, Cube (or QB to his mates) will freeze your lakes



The two player attacks can be impressively powerful



Chuckling a bomb over can cause blind panic in the enemy

will get hooked on the one player mode I've just described, however, don't be fooled into thinking that's all there is to it. There are six modes of play (the one I've described already is the Wetrix classic mode) and the others are Wetrix pro, which is pretty much the same as classic, but is much faster and therefore harder.

### And they came two by two

Then there's challenge mode where again the gameplay is largely similar, but you can impose goals on your game – anything ranging from surviving five minutes to an hour, or there's the 100 piece challenge which obviously tests if you can last for a set number of pieces being chucked down at you (in this case a hundred, but again you can set the actual figures).

In addition there's a handicap mode which forces you to play under much tougher conditions with hazards such as raised land and random holes hampering your progress. And in this mode you can also choose to start with your drain half full and work to try and empty it! If you're a cocky sod that

is. And finally there's a two player vertical split screen mode which is perhaps the only disappointing feature of the game.

While it does introduce a weapons aspect into the game (you can freeze or even earthquake your opponent if you manage to evaporate enough water) it's a little confusing due to the viewing area being too small to really tell what's going on and, in a way, the weapons thing actually even spoils the two player experience by turning it into a race to get the earthquake weapon because it's rare that your opponent will survive a quake, especially early on.

### Check out my duck's arse

I should mention that bonus multipliers can appear which help to send your score rocketing skywards in next to no time. For instance, build a deep lake and a Rubber Ducky will start to swim around on the top, and as long as it's there your score will be increased significantly by the 'Rubber Ducky multiplier.' If you only have one duck the multiplier is two, two ducks the multiplier is four and so on. If you manage to get a significant volume of water trapped on the landscape then a Rainbow Multiplier will appear in the sky and while it is active all scores multiply by 10!

Once you've seen the game up and running it doesn't really come as a surprise that Zed Two had the idea for Wetrix whilst developing a simulation to demonstrate how water flows. The water behaves exactly how you would expect it to (a thin covering slowly spreading out to cover more of the surface area) and looks superbly realistic, and this just about saves Wetrix from a savaging in graphics terms. Realistically the game itself could have looked a lot better, but you'll be more than prepared to forgive them once the game sinks its teeth into you.

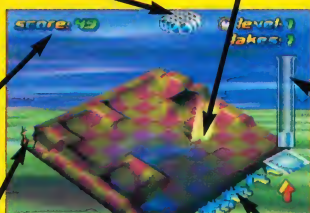
I was fully prepared to give this 92% at one stage, but pulled back a touch due to the rather bland looks and also because control is over fiddly at first, leading to frustration as you constantly plonk pieces down

### Here's one I made earlier...

Various objects drop from the sky onto your landscape

If a bomb lands and leaves a crater all your water will seep out through the hole

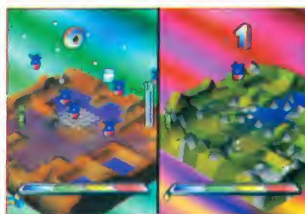
Your score is the main thing to keep an eye on, being the game's main aim



This is the all important drain. If it gets full you've well and truly had it

The key to defusing bombs is to build a mini mountain in a corner

The arrows show you clearly where water is escaping from and indicates where you should block next



As one player starts to dominate the other worries



Another victory. Cue much unsportsmanlike gloating





in totally the wrong place. All of the ills are overcome quickly though as you become blind to its ugliness and competent with the controls. Wetrix is a game that fits the tired old adage 'beauty is in the eye of the beholder' just about perfectly.

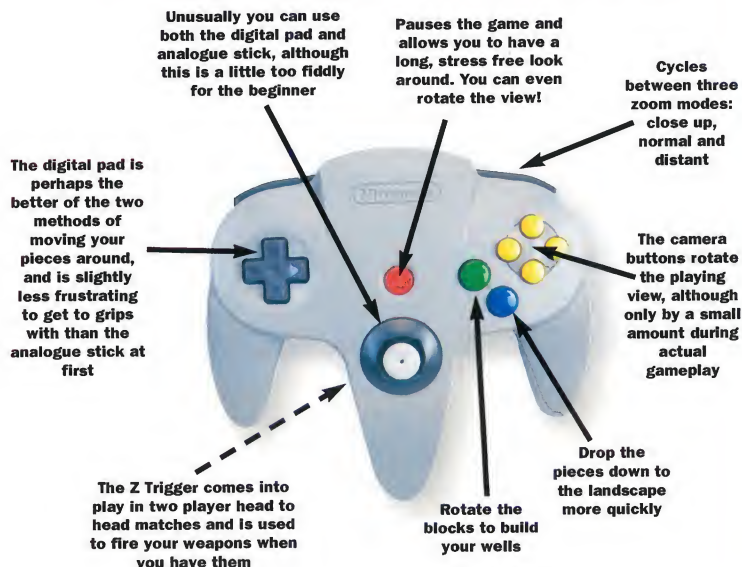
In hindsight, I think I made a wise choice in disregarding the racier strapline from the start of this review, because it doesn't suit Wetrix's cerebral style. Now hopefully you'll make a similarly wise choice and abandon your plans to buy yet another disappointing race game or beat'em-up and give your brain a workout as well instead of just your reflexes ●



Wetrix oozes class, right down to its lovely option screens

Wetrix: classic high scores	
Kelly Macnamara	20,000
Casey Anderson	15,000
Petronella Danforth	10,000
Sam Barzel	5,000
Lance Rock	4,000
Harris Alkwarth	3,000
Oshien St. Vee	2,000
Emerson Thorne	1,000
Porter Hall	500
Randy Black	500

Shouldn't take you long to beat these pitiful efforts!



# N64 Score

STAMP OF APPROVAL

OCEAN HAVE been in on this N64 lark right from the start, choosing not to hold back and play it overly safe as so many other publishers have done (and indeed are still doing), so it's nice to be able to give them something back for once. Not that it's in any way undeserved. Speculating wildly I'd say that no puzzle game will ever again have the same earth shattering impact as the original Tetris. Which in turn means that Wetrix, despite being a marginally better game, will probably never be the phenomenon that was Tetris. It is however, easily one of the most inventive, enthralling and downright addictive games you'll ever play. And in a world of video games that in general hold your attention for a couple of weeks at the most, it's refreshing to play one that I know I'll still be having a bash at in a year's time! **STEVE**

● **ALEX** Wasn't looking forward to this at all. Even after watching people play Wetrix, I wasn't that keen. Once I'd been roped into a game, however, they couldn't tear me away from it. Gloriously original and addictive puzzle action

● **MARK** I was all prepared to be underwhelmed by this puzzler. But after I started playing I was forced to eat my words and admit that Wetrix is fantastic. The water effect is brilliant and it has all the playability of the original Tetris

● **NOELY** Steve had a tough time trying to wrestle Wetrix from us for long enough for him to be able to review it. Ocean have been making lots of noise about Wetrix and deservedly so. Easily the best puzzle game since Tetris

● **READER REVIEW** It's fiddly to control and doesn't look anything special, but underneath all that is a sound little puzzler that grabs you immediately and doesn't let go  
*Si Spoonby, Bristol*

## GRAPHICS



## GAMEPLAY



## SOUND



## LASTABILITY



# 91%



# Reviews

## Index

That's it for the reviews section this month – hope you had a top time reading it. Here's a handy at-a-glance guide to what you've just seen in user-friendly alphabetical order

### Air Boarder 64 84%

**"The graphics are truly brilliant with excellent track design and Air Boarder 64 deserves credit for the wonderful house course"**

● Brit release: Not yet ● Price £64.99  
● Written by Mark ● Page 34



### Wetrix 91%

**"One of the most inventive, enthralling and downright addictive games you'll ever play – marginally better than Tetris"**

● Release date: June ● Price £49.99  
● Written by Steve ● Page 48



### GASP 80%

**"All the ingredients are in the mix. It's got fantastic graphics, incredible looking backgrounds and good characters"**

● Brit release: Not yet ● Price £64.99  
● Written by Mark ● Page 22



### Wild Choppers 58%

**"Persevere and you'll find an average shoot'em-up, but you're better off saving yourself the bother. Not realistic"**

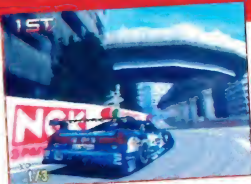
● Brit release: TBC ● Price £64.99  
● Written by Mark ● Page 46



### GT 64 82%

**"It looks superb, is extremely challenging and is reasonably (if frustratingly) playable, hence the decent score"**

● Brit release: June ● Price £49.99  
● Written by Noely ● Page 26



### World Cup '98 87%

**"Improvements have helped to further enhance the value of the title and EA are to be praised for addressing these problems"**

● Release date: June ● Price £54.99  
● Written by Noely ● Page 16



### Rampage World Tour 33%

**"Video games like this one are bad for you and turn you into a violent psychopathic criminal. Don't play it"**

● Brit release: July ● Price £49.99  
● Written by Alex ● Page 30



### Yoshi's Story 88%

**"To anyone who thought the 2D platformer was way past its best, I suggest you think again! There's life in the old dog yet"**

● Release date: Out now ● Price £44.99  
● Written by Steve ● Page 38



### Susume! 77%

**"Although it's by no means a must buy, it's an adequate addition to your N64 collection, particularly if you're a vs fan"**

● Brit release: Unknown ● Price £59.99  
● Written by Alex ● Page 30



Any questions, criticisms or handy advice for the N64 Pro reviewing team? Drop them a line at IDG Media, Freepost, SK10 4YE or send them an email to their addresses below

**N64 Pro**  
What we thought this month

**Alex:** The excellent and creative Wetrix caught us all a little on the hop to be honest as none of us was expecting it to be any good. Rampage World Tour takes the wooden spoon

**Steve:** When Wetrix came in no-one even wanted to review it, but I was willing to give it a go. So in reality it was me who first discovered what a great game it really is

**Noely:** Although they both scored eighty-odd percent, I have to admit that I was pseudo-disappointed with World Cup '98 and GT 64. Expectations have to be high for N64 games

**Mark:** As resident beat'em-up expert, I enjoyed reviewing G.A.S.P. However, there still hasn't been a jaw-busting fighter for the N64 but I'm confident there will be





By Noely

# Quake 64

## Walk-through guide

Part One

*Fed up of being gnawed by the Grunts, ravaged by Rottweilers and nobbled by Knights? If the answer is yes then help is at hand. Within this hallowed tome is all the info you need for the arduous task ahead. All the dungeon's denizens, all the wicked weapons, all the priceless power-ups and special secret areas are detailed as we act as the shining beacon that lights your passage through the murky mazes of the first chilling chapter of Quake*

### General Combat Tips

You may think there's little more to Quake than walking around shooting things. However, the shrewd Quake player will use brains over brawn in most cases. Follow these general playing tips (both for single player and deathmatch) to help you emerge from your adventures reasonably unscathed.

#### Incite a Riot

Often the safest way to deal with a couple of monsters is to attack and then immediately withdraw, letting the monsters attack one another. Stand well back and watch the entertainment and then be ready to finish off the considerably weakened victor. Not sporting but effective.

#### Weak Spots

An effective way to tackle ene-

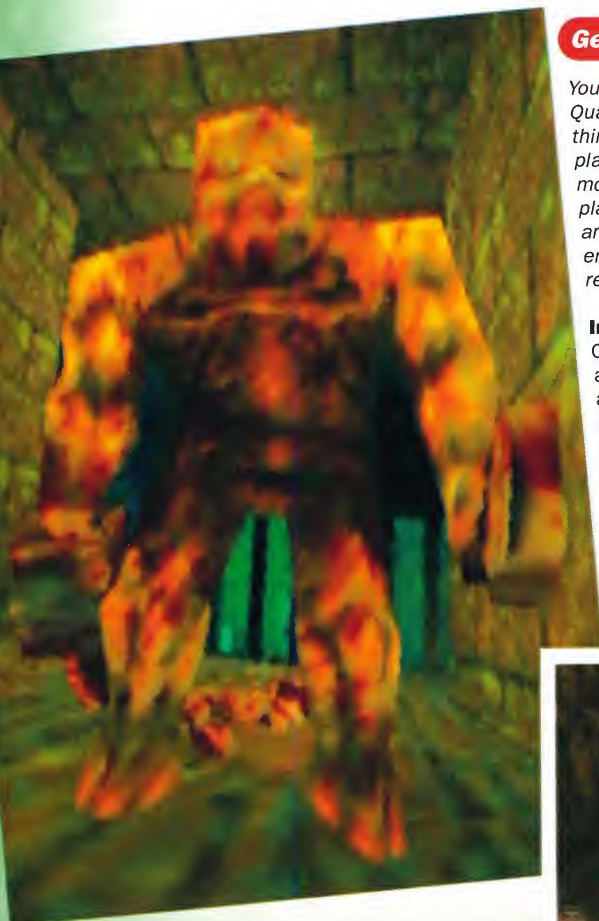
mies that have both long and short range attacks (such as Ogres and Shamblers) is to find their weak point between both ranges. By moving in and out of their short and long range you'll confuse them and as they decide which attack to use you can finish them off.

#### Back-peddalling

It rarely pays to steam straight into a melee (especially when using the Rocket Launcher), so you should practice your back-peddalling technique. During any attack don't be afraid to back-pedal whilst firing at your enemy.

#### Mouse Look

(Or in this case Control Stick look) Though it will undoubtedly seem strange at first. ▶







# Quake 64

## Walk-through guide

### General Combat Tips continued

It's essential to get the hang of looking and firing both up and down while on the move. Perfect this skill and you're on your way to taking on all comers in the Deathmatch arena.

#### Don't Piddle About

Quake deathmatch is simply a matter of killing people and not dying. In other words, you need a decent weapon to do the former and armour to do the latter. It may sound obvious, but a lot of people lose sight of this. So don't piddle about with shotgun battles, go and get a weapon. Then get armour, even if you have to camp (that's Quake speak for hang around) to get it.

#### Strafing

As in Doom it's important to strafe often in order to avoid opponent's missiles. Practice strafing left and right while return-

ing fire at your opponent. Once you've perfected this you should then attempt to circle strafe (firing at an opponent while circling him and therefore dodging his fire).

#### Jumping

A good skill to develop is jumping while firing. If you can master this and still keep your aim true you will reap massive benefits. Not only will it make you a difficult target for your opponent to hit (especially if he's learned to aim for your feet), but it is also likely to really unsettle them. But don't get carried away though and start 'pogo'-ing all over the place like an idiot.

#### Blast Radius

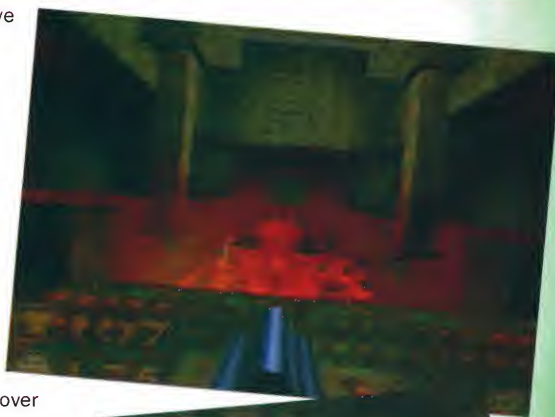
Rockets have a wide damage radius. Thus aiming at an opponent's feet, or the wall next to him is a particularly effective tactic (rather than firing for their body and missing when they dodge).

#### Rocket Jumping

If you can master the Rocket Jump you're well on your way to becoming an accomplished player. Basically, you use Rocket Jumps to gain access to platforms and ledges that may otherwise have been unreachable (or at least would take a while to get to via normal). A good example is the Quad area in Deathmatch Arena 2.

To get it normally you'd have to go from the middle room (near the watery exit from the Red Armour secret area) down some stairs. Activate the switch, go past the yellow armour, through the sligate, down the lift to your left, then along a corridor before jumping across to the Quad Damage. A rocket jump, however, will let you reach it directly from the middle room.

To perform a rocket jump, you must press your jump button, while simultaneously firing your rocket at the floor. It's a tricky manoeuvre and one that'll cost you health points, so it's not worth doing in



single player mode or if you're low on health and armour. However, in Deathmatch it's worth getting the hang of it, if only because it'll impress your friends and bamboozle your opponents.

#### Know Your Terrain

As any good soldier will tell you that it always pays to know your terrain. Similarly, if you know the Deathmatch levels well in Quake, then you'll have a distinct advantage over your opponent (you'll know exactly where the health is, where the armour is and just where to go to replenish your ammo). And (it's cheating admittedly), because Deathmatch is split screen, if you're familiar with a level then just a quick look at your opponent's half will tell you exactly where you can find him.



## Quake Bestiary

The denizens of Quake are many and varied. Each of the gruesome opponents has its own attack patterns so it pays to learn the best way to deal with each and every foe. Check out our list of the dungeon's denizens to equip you with the knowledge you'll need to survive the bloody battles and emerge in one piece



#### Rottweiler

The Rottweilers are usually to be found alongside grunts and enforcers. They'll rush to attack you while their owners pop you with their guns. If you're all out of dog biscuits (or small toddlers), then they'll need dispatching



#### Grunt

Grunts are the cannon-fodder stormtroopers of Quakeworld. Slow and dim-witted these bog-standard drones are easily ripped to shreds with a couple of barrels let lose up close and personal



#### Enforcer

The Enforcers are quite a bit tougher than the rather timid Grunts. You must strafe to avoid the Enforcer's copious laser fire, and then they'll need a couple of extra hits since they're more heavily armoured than the standard Grunts



## Those Weapons

All the weapons in Quake have different advantages and disadvantages. Here's our run down of all the guns, their abilities and where best to use them

### Axe

A last resort really. Use only when out of or short on ammo

### Shotgun

Your standard issue boomstick will finish off most of the weaker enemies, such as Grunts and rottweilers. Anything bigger and you may struggle with this

### Double-Barrelled Shotgun

Best at close range, the double-barrelled boomstick is a deceptively powerful weapon (particularly if you have the Quad). Best used on weakened foes, so don't go taking on a healthy bloke with a rocket launcher

### Nail Gun

The nail gun emits a steady – albeit slow – stream of nails at your enemies. The Nail Gun is particularly effective underwater, and on Knights and Fiends

### Super Nail Gun

A more rapid version of the Nail Gun. If you can find enough nails to satisfy its appetite the Super Nail Gun is an extremely effective weapon when used at close range even on such monsters as the Shambler, and is horrifically lethal if you have the Quad

### Grenade Launcher

Effective use of the 'pineapple chucker' is an acquired skill. Once mastered though this is one of the best weapons in the entire game. Grenades can be bounced around corners, lobbed over ledges, dropped down holes, scattered along the floor as a booby trap, or simply hurled at approaching enemies. Providing you remember to stand clear of the

pineapples yourself, you should be okay

### Rocket Launcher

The Rocket Launcher is the weapon of champions. Brutally effective at mid and long range, if you can master the rocket you won't go far wrong. Avoid firing at enemies (or into walls) at close range, unless heavily armoured. If you're really a flash git you'll learn to 'rocket jump' up to those difficult to reach places (see the General Combat Tips for details)

### Thunderbolt

The Thunderbolt or Lightning Gun is a devastating weapon against Vores and Shamblers, especially at close range where there's no danger of being caught in the blast (unlike the Rocket Launcher). It's ridiculously hungry so you'll need plenty of cells. Be careful also not to fire underwater, unless you're invulnerable, because you'll fry yourself as well as using up all your cells

## Dimension of the Doomed

Jump up onto this ledge. Shoot the wall up here to reveal a box of shells

### Area 1: The Slipgate Complex



Jump into the river here, turn right and follow it into a hidden cavern

Walk forward, turn to your right and jump up onto the ledge with the flashing lights. Shoot the wall to reveal a box of shells (Secret Area 1).



Inside this cavern (Secret Area 2) are steps leading up to a Megahealth

Continue on down the corridor, through the door on your left. Shoot the red button to descend on the lift and you should come to a bridge across a river.

Jump into the river, turn right and follow it into a cavern. Inside the cavern is a set of steps leading up to (Secret Area 2) a Megahealth and a door to the end of the level. Just past this and to the right is a lift



### Rotfish

These putrid sea dwellers can be fairly easily dispatched with either an axe or nail gun. But remember to be careful to avoid attacks from schools of multiple fish that attack like Piranha and can shred you very quickly



### Scrag

These silent ghost-like maggots will hide in the shadows and surprise you with aerial attacks as they gob green slime at you. Use the Nail Gun or Super Nail gun to put an end to their lethal phlegming antics once and for all



### Knight

Beware the flashing blade of the Knight. He'll attack relentlessly, lunging forward menacingly while swinging his mighty sword. Thankfully, either a Nail Gun or Super Nail Gun will stop this armoured menace in his steely tracks



### Death Knight

If you've a Thunderbolt and cells handy then let him taste your shaft. Otherwise the Super Nail Gun will 'nail' this fireball hurling maniac, stopping him dead. Anything less powerful will take a while to penetrate his tough armour



### Ogre

This guy can prove a tricky opponent especially for Quake newcomers. Dodge and strafe to avoid his pineapples (beware of staying still he's a deadly aim), then empty your SNG or SG into his ugly mush. Avoid getting too close





# Quake 64

## Walk-through guide

- ▶ taking you back up to some blue armour and the start of the level.

Return to the bridge, cross it and enter the door opposite killing the monsters behind it. To your right is a column and a ledge. Stand between them and shoot the round TV screen inside the column. This will raise a platform beneath you, lifting you onto the ledge. You'll see another monitor screen here. Shoot it to reveal a secret passage (Secret Area 3) containing the Quad item.

Return to the large hall. Follow it around to the right until you reach a large, shallow pool of slime and a button on the wall. Push the button and walk across the platform that will appear, turn and shoot the circular switch on



At the top of this ledge shoot the monitor screen here to reveal the Quad



Follow the hall 'round to the right, to this button on the wall

the wall to your left and then turn around to spot a door (Secret Area 4) that will open revealing a double-barrelled shotgun.

While you're here, go up the lift and grab the nailgun in the small room at the end of the



Use the biosuit to swim beneath this walkway to a secret area with armour



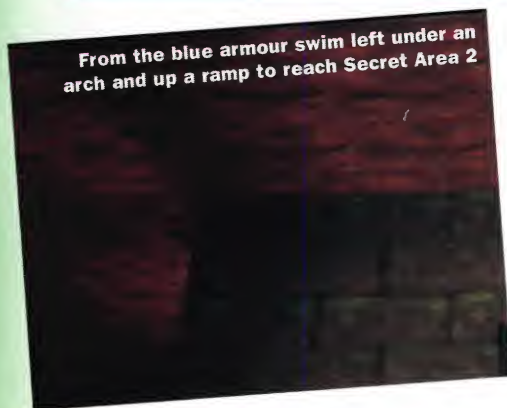
Swim up an opening in the bottom of the platform to reach this armour

walkway. Continue past the pool of slime and go through the door. Go down the walkway pressing all three buttons as you go. At the bottom of the walkway to your right you'll find a biosuit behind a column.

Make sure you grab the biosuit, then quickly jump into the slime and follow the tunnel underneath the walkway. It will open into a larger area containing yellow armour on a raised platform. To reach the armour swim up an opening in the bottom of the platform (Secret Area 5).

Then exit the sligate here which will bring you to a ledge in the large hall area. From here go back down the walkway until you reach the bottom of the walkway and the level exit.

### Area 2: Castle of the Damned

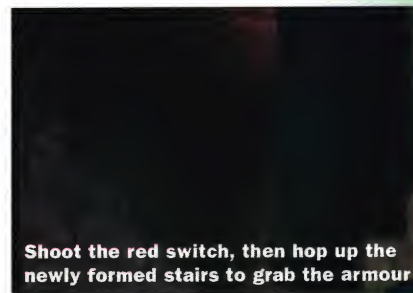


From the blue armour swim left under an arch and up a ramp to reach Secret Area 2

Take out the Ogres here then walk forward until you reach a bridge over water. To the left of the bridge is the double-barrelled shotgun and to the right is some blue armour. Drop into the water to the left and swim underneath an arch below the double-barrelled shotgun.

Follow this passage until you reach an open area. To your left should be a wall with a red switch above it. Walk up to it and the wall will open revealing a ramp and a sligate (Secret Area 1). Enter the sligate to appear at the blue armour near the bridge.

Drop back into the pool. Head left and swim



Shoot the red switch, then hop up the newly formed stairs to grab the armour

beneath an arch to a small room (Secret Area 2) with health and ammo. To the left is a ramp. Walk up it. At the top is a Silver Key



#### Zombie

Only incendiaries will work on these foul and putrid, limb chucking enemies. A single grenade or Rocket will despatch entire groups, but use any other weapon and they'll be stopped momentarily only to rise up again



#### Spawn

These garish blobs should be treated with care. Stand well back and blast the sucker relentlessly before it can bounce after you. Beware the blast radius which can prove fatal from the resultant explosion as it dies



#### Fiend

The fiend is one of the most deadly enemies in Quake because of its lightning speed and razor-sharp talons. To despatch it you'll need to be quick by strafing to avoid its deadly pounce, before attacking it from the side or rear



#### Vore

This semi-human, three-legged ex-resident of the Isle of Man is effective at mid and long-range attacks. The spiky 'hom-ing' mines which it fires at you will track your course. To avoid them make a few sharp twists and turns



#### Shambler

Attack the Shambler with a Thunderbolt or SNG. If you stand too far back he'll pick you off with Thunderbolt attacks. Try running close, shooting him and then backing away. Beware the lightning bolt attack each time he raises his hands



Door. Ignore it for now and return to the bridge by going through the door on your left.

Go past the bridge past the double-barrelled shotgun and follow the walkway (watching out for Ogres). The walkway comes to a U-shape with suit of yellow armour encased in metal. Shoot the red switch on the wall to remove the covering then hop up the steps to grab the armour.

Jump back down to the walkway and head up the steps. Be ready for battle because as you reach the top the two walls from your left will descend revealing a few Knights. Kill them then press the switch on the wall of their cage. Exit the pen to your left and turn right. The switch you pressed will have handily extended a plank across to a Silver Key. Grab the key and then head back across the extended plank.

Follow the corridor around to your right then enter the area on your left. Behind one of the columns is a large stone slab sticking out from the wall. Press it and turn right to

**The switch on the Knights' pen wall extends a plank to the Silver key**

**Walk over the newly extended plank to grab the key to the Silver door**

open a small alcove to your right (Secret Area 3) containing the Quad damage. Grab this then quickly head left, down the stairs and through the Silver Key door. Quickly take out the Ogres here then activate the switch on the floor. This will open a large room releasing a Fiend. Keep him at long range, dodge his plentiful attacks and pick him off with your Quad (which is hopefully still active).

Grab the goodies on top of the ledge opposite (via the slippages) and then head up the stairs here to the exit.

**Press this protruding slab of rock to reveal the Quad damage to your right**

## Area 3: The Necropolis

**Grab the key then continue past to find an underwater cave Secret Area 1**

Grab the grenade launcher and chuck a pineapple at the zombies here. Quickly take out the Ogre located behind bars and then head down the stairs watching out for a second Ogre here.

When you reach a round chamber go down the lift and follow the corridor taking out the zombies on the way. You'll reach a large open space with a Gold Key set on top of a mound.

Kill all the zombies here, grab the Gold key and then continue past the key and walk towards the wall. Around here there's a hole beneath the water. It's tricky to find but persevere and you'll drop down into an underwater cave (Secret Area 1) containing the Ring of Shadows. Grab the ring then head back to the lift.

At the top of the lift go through the door onto the bridge. Drop off the bridge and explore the area below. There is a sunken wall here. Shoot it to reveal another room (Secret Area 2) containing health and ammo. Take the lift up to the caged area and grab the blue armour. Shoot the Ogre here then go right passing through the large doors.

Immediately shoot the red button, grab the Nail Gun then descend the stairs and follow the cor-

**Immediately shoot this red switch to reveal an escape route from this trap**

ridor round past some Scrags to the Golden Key door. Follow the passage until you come to a dead end and hear a click. Stand against the left wall to avoid the spike that shoots from the wall then jump down the hole into the sewer area. Take all left turns and go up a ramp to an area containing ammo.

Go back down into the sewers and head left until you come to a second ramp leading to a large room with an Ogre on a ledge above some stairs. Kill the Ogre, climb the stairs and press the button on the wall. This opens some doors on either side of the hall. As the zombies emerge simply take them out with a couple of well placed pineapples.

Drop down and go through the door opposite. Above you are two Ogres high up on platforms and a suit of yellow armour behind bars. Shoot

**Kill the Ogre then climb the steps and press this switch on the wall**

the Ogres above while avoiding their pineapples. This will open the bars allowing you to grab the armour. Shoot the wall behind the armour to reveal a slippage. Enter this gate to take you atop the first Ogre platform. Jump across to the second platform and shoot the wall to your right to reveal a further slippage (Secret Area 3) that leads to the secret level Ziggurat Vertigo.

To get to the normal (non secret) level exit, drop from the platform and enter the circular room opposite the yellow armour alcove. Shoot the button in the wall and wait for the lift to take you up to an area where you are immediately attacked by Fiends. Dispose of the Fiends and then choose your exit.

**Next Issue  
Part 2 of our  
definitive  
Quake 64  
Guide**

**Get this armour by shooting the Ogres then shoot the wall to reveal a slippage**

**To reach the regular exit, you must dispose of these bloodthirsty Fiends**





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**INTERACT**

# You Cheatin'

All quiet on the N64 front? Not bloody likely! We've got loads of new cheats for you to play with. We've got some fantastic cheats for Yoshi's Story, Quake, San Francisco Rush, Snowboard Kids, Top Gear Rally and 1080° Snowboarding. We'll hand out £20 and prizes for good cheats so get them in the post right now!

## 1080° Snowboarding



This cool as ice snowboarding game has a few cheats and tricks included. And we're as quick off the mark as ever in bringing them to you.

### Crystal boarder

First clear the expert mode with any character (it sounds so easy when you just say it). Now go to the character selection screen and highlight Akiri. Now press **C-left** and then **A**.

### Metal boarder

Beat the expert mode with the crystal boarder. Now on the character selection screen highlight Kensuke. Now press **C-up** and then **A**.

### Panda boarder

Win all time attack and trick attack modes with first place rankings (not an easy task I know). Now on the character selection screen highlight Rob. Press **C-right** and then **A** and you should see Rob's picture replaced by the Panda Boarder's.

**Here's a snowboarder from 1080°. But use our cheats and you can tear down the slopes as a black and white panda**



## Where's that blasted button?



## San Francisco Rush – Jailhouse Rock



Pay a visit to Alacatraz where you can bomb around on a mid-air track

Atari have let us know how to get to Alacatraz on San Francisco Rush. The code is a bit long-winded, but this cheat really is worth the effort. Racing round the rock is fantastic.

First of all you need to complete a circuit in either first or second place. But you can skip all that by entering one of these codes:

**8DP5KG5L4G59P**  
**G92WVCQY0DRDQ**

**9DQ6LH6M5H6\$Q**  
**H\$3XWCR01DTDR**



# Bast@\*0%

## Send your stuff to

Cheat Zone, N64 Pro, Freepost,  
Media House, Adlington Park,  
Macclesfield SK10 4YE

Or E-mail: markh@idg.co.uk

## Quake 64

Smash, maim and kill to your heart's content with our cheats for this gore-filled game. Now you won't have to worry about running out of bullets to hand out to those nasty demons.



Exploding monsters and blood stained walls will become all too familiar with

### Debug mode

A great cheat this one, and it's easy to enter as well. Simply go to the password screen and type in **QQQQ QQQQ QQQQ QQQQ** (using the Quake symbol.) It will say incorrect password, but when you go to the options screen you should see the debug mode. Debug options include level select, all weapons and god mode (invincibility).

## GoldenEye 007



**Left:**  
Nintendo's  
GoldenEye 007  
– how long can  
it possibly stay  
at the number  
one spot?

### Mission 9: El Saghira – Part 1: Egyptian Temple

The third battle with Samedi sees him armed with two light sabres! Don't stand still – use the objects in the rooms as cover. Strafe left and right to keep moving whilst shooting. This makes your shots more accurate. Make sure you have full armour before confronting him

## Puyo Puyo Sun 64 (Carbuncle's Adventure)



Fed up with the original characters?  
Then use our elephant cheat

Here are some great cheats for this fantastic puzzle game. To get these cheats to work you have to go to either vs. or tournament mode, highlight a specific character and hold the start button down for at least three seconds.



### Choose opponent's character

Hold down start on Doraco-centaur (front row, far left)

### Play with Puyo (Carbuncle)

Hold down the start button on Arle (front row, second from left)

### Play with Satan

Hold down the start button on Shezo (front row, third from left)

### Random select

Hold down the start button on Rulue (front row, far right)

### Turn all characters into elephants

Hold down start on Elephant (back row, far left)

Now choose the continue circuit option and let the time run out. You should finish in first place and get the code for the F1 car. Now you're ready to get started.

Go to the track select screen and press **Z, Z, Z, Z** to get the F1 car  
Go to the car select screen and hold **C-left**, press **Z**, release both and press **D-left**  
Go to the set-up screen, hold **C-up**, press **Z**, release both and press **D-up**.  
Go to track select and hold **C-right**, press **Z**, release both and press **D-right**.  
Go to the car select screen and hold **C-down**, press **Z**, release both, press **D-down, L, R**

You should hear a noise if you've entered the code correctly. You can now select Alcatraz on the course select screen. Be warned though, it took us a few tries to get this code to work because of its complexity. Don't give up though because Alcatraz is great fun and well worth the effort.

If you have a memory pak you can cheat the system and save the track onto your pak. To do this follow these instructions:



- 1: Enter the code on the opposite page
- 2: Let the time run out
- 3: Start a new game without using a player
- 4: Go to the car select screen and enter the code
- 5: Back up to the set-up screen and enter the next part of the code

- 6: Start a new game, this time around you should select a pak player
- 7: Enter the rest of the code
- 8: Start a game and Alcatraz should be saved onto your memory pak





# You Cheatin' Bast@\*0%

## Top Gear Rally

Fancy getting all the cars and tracks without having to go through all the bother of playing the game? Want to drive around on a beach ball or an ice cube? Then just take a look at these cheats.

### All cars

Go to the arcade mode on the selection screen and press: **A, D-left, D-left, C-down, A, D-right, Z**



Tired of racing that clapped out banger? Then use our cheats to fly around

### All tracks

Go to the arcade mode and press: **A, D-left, D-left, D-right, D-down, Z**

### Ice cube car

Go to the arcade mode: **C-down, D-up, B, D-right, A, D-down, A, D-right**

### Beach ball car

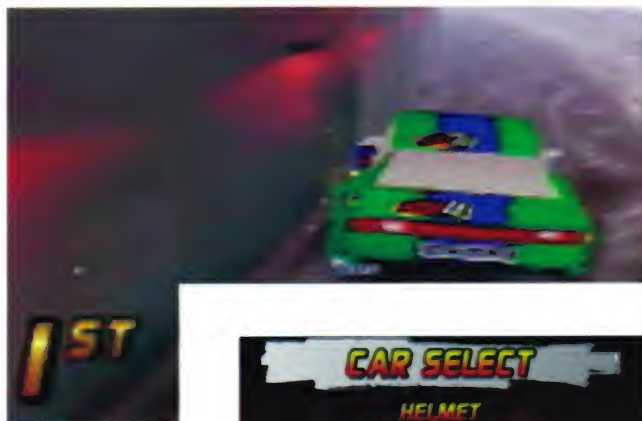
Go to the arcade screen and press: **B, B, A, D-left, D-left, C-down, A, D-right**

### Helmet car

Go to the arcade mode and press: **D-up, D-up, Z, B, A, D-left, D-left**

### Change car colour

Before choosing your car hold down the **L** and **R** buttons and you can use the **C** buttons to change your car's colour.



Fully humiliate your opponent by winning in a wacky racers-style car

## Yoshi's Story

Need some secret tricks to get you through this fantastic 2D platformer? Then take a look at all these hints and cheats.

### Unlimited continues

When you lose your last life and the Yoshi is being taken away quickly hit the reset button. You can now start the game again from the last page you died on with all your Yoshi's intact. Please note this cheat does not work with Japanese copies of the game as they don't have a save game feature.

### White Shyguys

Not all Shyguys are your enemy. Throughout the game you can find hidden white Shyguys that will actually help you. Here's how: if you find a white Shyguys he will follow you around until you either die or finish the level. When

you come to choose a Yoshi you'll see him wandering around the screen. If you've had a Yoshi captured then choose the white Shyguys and he'll fly off and rescue your Yoshi giving you an extra life.

### Find the white Shyguys

Having difficulty finding the white Shyguys? Here are the locations for the first page of the story.

**1-1:** Get to the second part and walk straight on at the first two splits in the road. Then go up on the third one and shoot the ball marked with a '?' and the white Shyguys will jump out

**1-2:** Head to the second part of the level and find the four white and blue moving platforms. There should be another '?' ball, shoot it to find the white Shyguys.



On your last life? Then use our cheat



The black Yoshi is a secret character



## Snowboard Kids

Don't fancy having to complete the game to get all the hidden stuff in Snowboard Kids? Then try using this fantastic cheat sent to us by Alex Welsh from Ilkley.

### All tracks, boards and characters

Go to the title screen (the one with all the characters on it) and press the following: control stick down, control stick up, **D-down, D-up, C-down, C-up, L, R, Z, D-left, C-right, control stick up, B, D-right, C-left and start**. You should hear a "yeah" to let you know the cheat has worked. Thanks to Alex for that code, he's getting a prize and some cash for sending it in.



Use our cheat to get all the tracks and the hidden character, Sinobi



Multi-player games are more fun than ever with our cheat for Snowboard Kids



Try using all of the hidden boards such as the star board and the ice board



Beating clouds is more fun than ever

**1-3:** The "?" ball that hides the ShyGuy is flying around on the third section of the level.

**1-4:** Work your way to the top of the building and grab the umbrella. Use it to float down on the right hand side of the building and find the cannon that shoots upwards. Underneath the cannon you'll find two blocks which you have to smash with your eggs. Carry on and you'll find a third block. Smash the block with an egg and you'll come across the ShyGuy.

### Black and white Yoshi

Throughout the game you will probably come across one of the black or white eggs (they are much larger than normal eggs and you can't throw them.) If you finish the level with a special egg you'll be able to play with either the black or white Yoshi. If you finish the entire game in possession of a black and white Yoshi then they will be saved onto your



Spring into action with our secret tricks

cartridge and you'll be able to choose them right from the start of your next game.

### Find the black egg

Go to fourth area on page two (torrential maze.) When you start keep moving up until you come to a room with ghost vines coming from the ceiling that you can barely see from the ground. Jump from vine to vine and if you're quick enough you'll find a floating bubble. Pop the bubble and the egg should come out. Now finish the level by eating fruit.

### Find the white egg

On the third area of page three head right from the third Miss Warp. When the road splits with two vases jump in the higher vase. You should see a dog with a red pipe. Head right and jump in the first red pipe and you should be in a cave. Head right and throw an egg at the bubble. You should get a white egg from it. Now eat the remaining fruit.



ShyGuys are less hassle with our cheats

### Pop bubbles without using an egg

You can pop bubbles by repeatedly bouncing into them. The best trick is to jump on top of the bubble and try to bounce around on it until it bursts. But be careful not to try this near any lava as you tend to bounce off.

### Rotate book

Not much of a cheat this, more of an obvious trick that most people know anyway. For those of you that don't know you can rotate the pop-up book by using the **C** buttons.

### Secret message from Yoshi

At the end of every mini-game earn six melons or enough to get a heart fruit. Eat the heart fruit and a letter should appear. If you put all the letters in order by the stage then you should get a message that reads "YOU ARE YOSHI'S GREAT FRIEND." Nice to know, since you wouldn't expect him to say "Yoshi says burn in hell" now would you?



# Pre View International Superstar Soccer

ISS '98 makes a brief appearance as a sub, and scores, confirming suspicions that the only game

By Noely

# More than a ga



**W**hile the world's elite are battling in the stadia of France for the World Cup trophy this summer, there'll be another battle taking place in game stores and gamer's homes between a number of N64 football games all keen to be crowned N64 World Cup Champions.

The hot favourite to lift the trophy is undoubtedly the Konami coached ISS '98. In fact as much as we're looking forward to the N64 releases of F-Zero X, and Zelda: Ocarina of time etc. if you were to ask us here at N64 Pro which game we are most looking forward to being released, we would all reply ISS '98.

Now imagine the excitement and anticipation we all felt when greeted with the news that we were to be visited by THE MAN FROM KONAMI. Especially since we were promised the Holy Grail itself, ISS '98.

So the stage was set for a home leg as he and the cart arrived and we entertained the mighty ISS '98 on our own turf here at the N64



Pro offices. The question we all wanted to know was whether it would live up to all our expectations and prove itself a World Cup triumph. You needn't have worried. Though we only had the cartridge a few hours we saw enough to satisfy us that the 'best footy game in the world' is about to get even better.

Over to our chief football scout Paul Noel as he (with help from the rest of the N64 talent-

spotting team) checks out ISS '98 and assesses its chances of lifting the prestigious N64 World Cup trophy this summer.

## Terrific pace

One of the first things you notice is that the game is faster. The extra speed is immediately noticeable being considerably quicker than the PAL versions of ISS 64. The benefits of this increased speed are instantly apparent.

The lucky few who like ourselves have already made the switch from ISS 64 to the faster Japanese Import title of Jikkyou World Soccer 3, will have already witnessed how increasing the speed makes for more intense and frantic games with players having far less time to dwell on the ball.

## I like to watch

Visually this new game looks reassuringly familiar to the first game despite certain noticeable differences. Firstly, the players now seem to have slimmed down since the first game, with individual players more recognisable thanks to different player builds and heights.

A larger range of camera options means that

Though much of this action may look familiar, a few games are enough to discover that the tweaks, and adjustments add lots to the gameplay



## All shapes and sizes

I remember having a discussion ages ago about what we'd like to see in our ideal footy game. Different player heights was high on the list. Imagine a game where you can stick a couple of big target men up front to unsettle a fairly short defence. Well now all that will be possible with ISS '98. Just look at the range of heights available





# ccer '98

likely to stop us playing ISS 64

<b>Source(s):</b>	Tony Mott – Konami PR, Internet
<b>Materials supplied:</b>	Preview cart, press release
<b>Extra information:</b>	None
<b>Development location:</b>	Japan
<b>Playable version:</b>	Yes
<b>Percentage complete:</b>	60%
<b>Estimated release date:</b>	June

is ISS '98

# just me?

it is now possible to play with the camera zoomed out even further than the previous game (thereby letting you see more of the action at the same time), plus there's now a vertical mode option that lets you flip the pitch through 90 degrees.

## Let's check the replay

Another visual change is in the action replay department. Now you are automatically treated to two action replays each from different perspectives to help you choose the preferred angle from which to sit and bask in post goal glee. Further visual touches include the presence of a referee and linesmen (notable absences from ISS 64) and even a further steward who actually appears during substitutions to operate the number board. Stretcher bearers will be brought on for injured players (or alternately a guy armed with a can of 'magic spray').

## Improved commentary

Throughout the action there is commentary from TV footy commentator Tony Gubba. His comments are a marked improvement over the original ISS 64's rather bland and simple mutterings, though it has to be said we still



prefer the hysterical screechings of the Japanese commentators in J-League, or Jikkyou World Soccer 3.

## First-class goalkeeping

A criticism that was levelled at ISS 64 was that the 'keepers were a tad easy to beat. On the hardest difficulty level this is far from a major problem (some people are never happy), however Konami are promising that ISS '98 has enhanced goalkeeper AI as well as more actions and animations. So now Goalies will punch the ball clear as well as catching it.

It's difficult to make any conclusive statements about this one after such a short

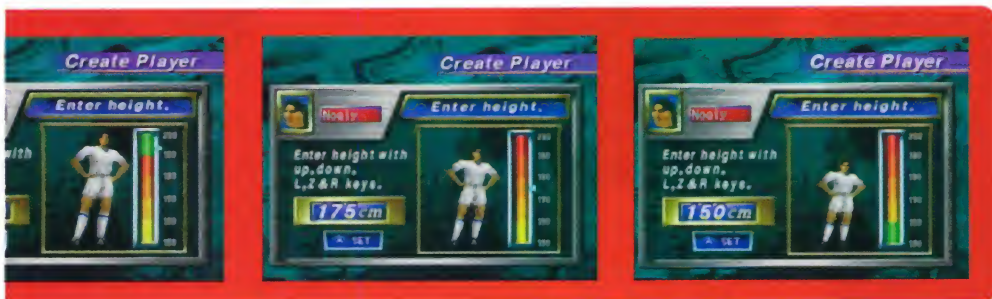
**Above: The referee can now be seen on the pitch. If you can't spot him he's the 'bastard in the black'**  
**Top Right: The height of shots can be adjusted**



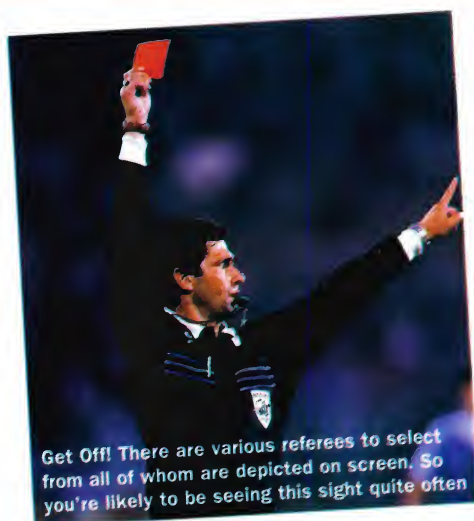
play, save to say that a few high scoring games even on the hardest difficulty level suggest that again the 'keepers are a little vulnerable. What is apparent though is that the 'keepers are able to kick the ball further than in the previous title. Whether this differs depending on your goalkeeper seems unclear, but certainly the England keeper has a mighty upfield 'hoof'. How long till we see the first goal being scored direct from the 'keeper's kick out?

## Excellent first touch

One of the most important changes in ISS '98 is something that will not be immediately apparent to casual observers of the game. Play ISS 64 over a long period of time and it is noticeable that you frequently find yourself waiting for the ball to drop so that you can play it. As you press the button there is a slight delay whilst your player waits for the ball to reach the correct position before beginning his animation and connecting with it.







► In ISS '98, refinements to the gameplay now mean that you can immediately attack the ball, as well as perform mid air tackles and so on. Inevitably this can mean you frequently miscue a volley or header and even mistime your challenge. But at least you get the feeling that you are more in control of the action.

## Banana shots galore

Other notable introductions include the ability to control the height as well as the power of free kicks, long shots, and corners. In ISS '98, curling the ball with after touch is now much easier to accomplish. All shots and lobs can now be curled by using the Z button in conjunction with the analogue stick. So now you should be able to bend your free kicks Carlos-like over and around most walls.

On the subject of free kicks, Konami claim it's now possible for you to control the defensive players in the wall and to get them to jump up during the free kicks (although there is some discussion between us here in the office as to whether this was already possible in ISS 64 anyway).

## Tough tackling

The additional animations also include some all new after-tackle animations. As well as players going down clutching their



knees in agony, some even roll over and over on the floor in true Italian style as though they've just been shot. Tackling has also had the update treatment, with Konami have reducing the effectiveness of the sliding tackle.

It would appear to have much less of a range than ISS 64 making it easier for you to keep possession. To what extent this will improve or detract from a slick passing game by having players hog the ball continuously is unclear.

## Improved conditioning

Match conditions will play a bigger factor in ISS '98. A time of day feature means that some games may begin with fine visibility, but then darken as the evening progresses. During rainy games you'll see water spraying off the ball. Match conditions will play a bigger factor in many games and will affect players' performance.

So for example, players in ISS '98 will generally tire more quickly (especially on a hot summer's day). You'll see your players all physically flagging (especially in extra time), thus increasing the need for effective use of your substitute players.



## Highly motivated

On the subject of player performance, ISS '98 has an in-built team motivation feature. Give a suitable player the captain's armband and it will motivate him so that his performance will increase accordingly. Other motivational factors such as whether your team is winning or taking a hiding will also affect your team's overall performance and skill.

## Cultured playing style

The ability to change your playing style mid-game and without breaking off from the action still exists. Only in ISS '98 up to six of these can be assigned to buttons on the controller. These are chosen before you begin to play from a possible 16 play strategies.

Add all of these features together and the end result appears to be a new version of ISS that promises to be just about better in every way. There's still a few thing in there that haven't been introduced which we would have liked to have seen. You should be able to create your own leagues so that you and your mates can have a bit of a contest between yourselves. It

shouldn't be too hard to do, yet it is a feature that is continually ignored.

However, it's a slight gripe and one I only mention because we're always looking



Above Right: When players are substituted, an official holds up a board to depict the relevant number of the substitute, just like in a real game  
Right: The action replay shows two different views

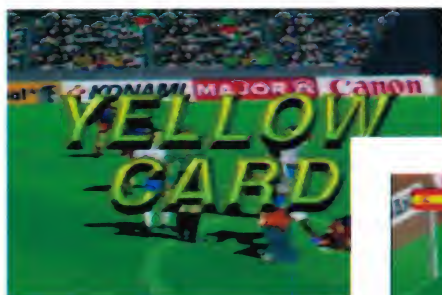
## N64 Pro - Pundit Panel

No game is played here at the N64 Pro office more than ISS 64. It was one of the first games we all played and the first title I ever reviewed on the magazine. Even now, eight months into the mag, hardly a day goes by when it's not being played. And even as newer games flood onto the market and jostle for position in our office N64's, they all eventually make way for the Premier League Champion of all footy games, ISS 64. So here at N64 Pro we're all ideally qualified to give you the lowdown on the ISS '98's World Cup winning chances.





# perstar Soccer '98



Top Left: When a player is injured it's time for the guy with the magic spray.

Bottom left: Create your own player and choose from these listed skills



for the perfect game of virtual football, and so far ISS '98 has come closest to the trophy.

## We want it now!

My worst criticism of the visit is a very real criticism that we all feel strongly about. In fact I'm not quite sure whether I shall ever really forgive them for what they have done. They've only gone and taken the cartridge back. We've been promised a full review copy in the very near future.

I suggest that Konami make good with their promise (and quickly) else they may find themselves with an ugly incident on their hands, as a team of hardcore footy fans from the N64 Pro office go and demand action. It will make the 'Franny Lee Out' demonstrations look positively tame by comparison.



## World Cup predictions

You'd be wrong to dismiss this as a minor tweak of ISS, even though initial impressions are of a game that has been only slightly altered. After only one or two games it's clear that the improvements and refinements that have been implemented are all for the better. Never has there been more justification for employing the 'If it isn't broke then don't fix it' maxim.

The danger would surely have been to change too much of ISS 64's gameplay and somehow ruin the basic superbly balanced playability of the original. But the important factor here is that by keeping most of what was good about ISS 64, this has lost nothing.

Currently ISS 64 is without question the best football game on the N64 and for my money THE best footy game on any system anywhere (and yes that includes the arcades). From what we've seen so far it looks as though ISS '98 is set to continue that tradition.

It remains to be seen whether ISS '98 has anything like the legs of ISS 64. If I was to hazard a guess though I would have to say, yes I think we will. It's clear that EA's title has sufficiently closed the gap enough to make the contest a very real one, but the clever money is on ISS to come up trumps again.

As the saying goes, it appears that the 'best footy game in the world, just got better'. But don't just take my word for it. I'll hand you over to the N64 Pro team for their definitive verdict on this definitive game ●

### Alex Lee

Goalkeeper Lex has followed that other goalie great, Bob Wilson, into the TV pundit industry. A great believer in getting the defence of a team just right, almost nothing gets past him including shoddy games. So he's an obvious man to say whether ISS '98 is going to be a winner or not. "Yes. Oh, right, I need to fill a few lines, do I? Okay, er... every Konami footy game has managed to out-ream its predecessor and with ISS '98 coming out at such an important time, there's every indication that it'll prove beyond all reasonable doubt that Konami is the king of footy games - not EA."

### Steve 'Chinny' McNally

Steve is a grass roots ex-player turned manager. Not for him the flash threads, jewellery and

sheepskin jacket. He prefers to turn up for work in his tracksuit, so he can get straight down to coaching the side. The Salford-based Steve is currently learning the trade in his home town of Manchester, just waiting for the inevitable day that he gets the call from his beloved Man City to be their new manager. And it's not as far fetched as you may think, they'll let anyone manage City these days.

"Good old Noely. "Yes I'll do a preview on ISS '98! But what I'll do is get the rest of the lads to fill loads of space for me because I can't be arsed to write enough!" Anyway, having played it now I can safely say that it takes enough of a stride forward to justify significant excitement amongst all you eager ISS fans out there. Ignore anyone who may express doubt over whether it does enough, and trust us. We know best."

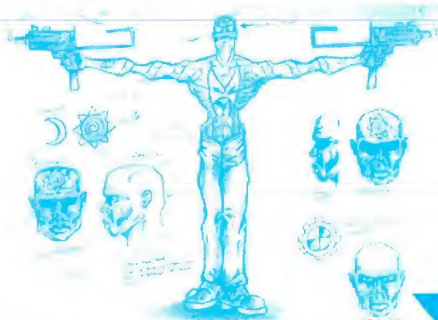
### Mark Hattersley

As a Yorkshireman, Mark's brand of football is firmly in the Leeds' style of play under Bremner and co. His motto is 'If it's got legs then tackle it, preferably from behind'. With no concept of sportsmanship, a term he reckons is for losers, he will bite, scrape and kick his way around the field in an attempt to win at all costs, providing he doesn't get too many players sent off that is. "My, my Noely does like to have a moan about my style of play. It's funny how the more people are losing the more they start to whinge about sportsmanship, fairplay and all that honour rubbish. Anyway, ISS '98 is clearly going to be the best footy game to come out on any platform. And with the additions we've witnessed, it should even surpass Konami's first title, and that's a damn near perfect game."

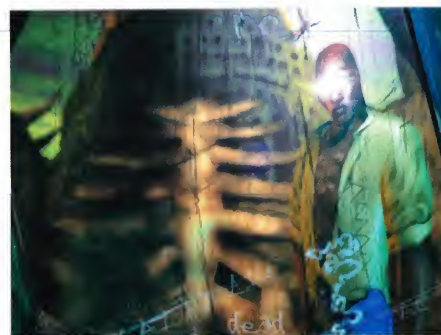


# Pre view Shadow

No, it's not a look at Noely's after work hobby, but a first glimpse at Acclaim's latest gorefest adventure!



Mean, moody and macabre are just three of the words that adequately sum up Shadowman's spooky atmosphere. To the left are concept sketches of the main character, while to the right is the finished article in all his rendered glory



# Lurking Beasts

By Steve McNally

**"YOU CAN'T make people laugh easily in a game. You certainly can't make them cry, but you can scare the shit out of them". At least according to Simon Phipps, Iguana UK's project leader, and that's exactly what he plans to do with their forthcoming comic collaboration Shadowman, another game very much in a non-Nintendo vein. No cuddly dinosaurs, bears, squirrels, mice, cats or turtles for Iguana. For them it's more of a gritty murderer, adventurer, explorer train of thought. Anything as long as there's blood. Gallons and gallons of blood.**

It's becoming one of the great mysteries of our industry. First Turok and now Shadowman. How do Acclaim manage to get their bloodthirsty style of game through Nintendo's normally ultra prudish censor? Personally I reckon they must have some sort of compromising photographs that they're using as blackmail fodder. Maybe Mario caught in an embarrassing clinch with Ms. Croft perhaps? Or Sonic? Heaven forbid...

However they're doing it we shouldn't knock it. In the 'world of twee-ness' that is Nintendo videogaming, a burst of something even nearing reality is most welcome. Even if that reality is twisted to include vicious dinosaurs instead of

super happy ones, or in this case a bit of organised crime with a hint of black magic thrown in just to spice up the mix.

From the same minds that dreamed up Turok: Dinosaur Hunter comes Shadowman aka Mike Le Roi – a hitman who has had a 'spiritual mask' implanted in his chest by a voodoo priestess. Okay, so maybe that plotline isn't exactly Oliver Stone, but bearing in mind we're all quite happy to accept that Peter Parker could become a superhero after being bitten by a radioactive spider, I'd say that in comic character terms at least that's a pretty damn believable story!

## Somebody stop me

Anyway, the mask bestows upon him the mystical powers of a voodoo warrior and, as you would, he decides to become Shadowman, a new breed of hero waging war on a cabal of the undead who turn out to have been responsible for a large number of serial killings along with other heinous crimes. And there begins what will hopefully be a unique third person perspective adventure featuring stunning graphics and arsenal of awesome and varied flesh wasting weapons. These will include the



.50 Desert Eagle, the Violator, the Shadowgun and many, many more, to help you to destroy an evil horde of serial killers and their minions each appropriately 'hell bent' on mass destruction.

Acclaim are promising that groundbreaking technology will provide lush backgrounds and graphics to create haunting and realistic gaming environments that let you see as far as the horizon in any direction! Also, the environments will apparently be absolutely huge, spanning the entire globe and features adventure aspects including complex puzzle solving and a non-linear storyline, which will take Shadowman through unconventional gaming scenarios that could revolutionise the entire gaming genre!

Sifting through the PR speak that all means



# man

<b>Source(s):</b>	Acclaim
<b>Materials supplied:</b>	Press Release, Screenshots
<b>Extra information:</b>	None
<b>Development location:</b>	Iguana UK
<b>Playable version:</b>	Not yet
<b>Percentage complete:</b>	50%
<b>Estimated release date:</b>	Q3 1998



Fans of bright and colourful games should look elsewhere. Shadowman is no Yoshi's Story!



The game should feature a nice blend of stealthy movement alongside all-out action gameplay



complexity, think Jacob's Ladder's nightmarish vision and think Clive Barker's Hellraiser for the all out shock value and if you can piece all that together you'll start to get a feel for the atmosphere the game is trying to create.

## Blackpool daytrip

The locations are generally dark and moody (as you can see from the shot) being made up for the most part of deserted towns, cities and industrial wastelands all moodily lit by the setting sun. Where the game will score points over the likes of Resident Evil is in the fact that nearly every object and location in the game is interactive – a feat which Capcom's effort couldn't manage due to being saddled with 2D rendered backgrounds, and Shadowman as a

result feels much more immersive.

The control method has obviously been designed by someone who played Tomb Raider, but became incredibly frustrated by its limitations as I did. Excitingly, multiple actions will be possible simultaneously in the finished cart, meaning that Le Roi can do two things at once such as bending to pick up a key whilst holstering his weapon or drawing his gun in mid roll!

Shadowman is scheduled to be out in the UK just before Christmas, and the way things are shaping up this could well be a contender for the number one big festive game this time around. Should make a nice change from Mary bloody Poppins anyway! ●

that Shadowman is at heart an adventure game with an awful lot in common with Capcom's Resident Evil, but played from a Mario 64 style perspective with the player having full control over the camera angles. But where as Res Evil obviously took its inspiration from the Romero Zombie movie classics, Shadowman is more of a merging of film genres. Think Seven's



# Pre view Ubisoft

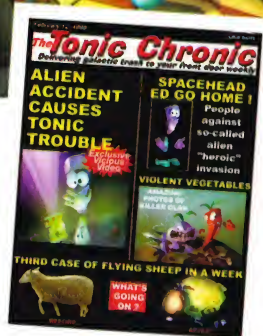
The latest art, screens and info from Buck and Tonic



**T**ONIC TROUBLE, a humorous action-adventure game from Ubisoft Entertainment scheduled for release in June, is built on a proprietary new \$4 million 3D integration tool and engine which allow over 30 characters to change their facial expressions, alter their behaviour and display other 'advanced interactive conduct' in response to the actions of the gameplayer.

The new integration tools and modular, scalable engine were created in-house by 50 Ubisoft developers over an 18-month period for, as mentioned earlier, a whopping \$4 million. These tools and engine deliver 10 3D worlds with graphic detail and depth beyond anything currently on the market (a hefty claim with the glorious Mario 64 still showing in the higher echelons of the charts), complete freedom of movement within each environment, and secondary characters able to play an active role in moving the plot along. The game will be available on PC CD-ROM, DVD-ROM as well as on the N64.

Starring a violet-coloured extraterrestrial named



Above: So Tonic exists in a pretty normal world, then?

Left: The cover of a real newspaper, yesterday

Ed who must save the world from an environmental crisis triggered by his own clumsiness, Tonic Trouble gives gamers a universe of responsive, multi-dimensional characters who appear and reappear throughout the game depending on their actions, rather than simply waiting for the hero to run into them.

Each character seems to be living and breathing long before Ed enters the fray, and many hold clues that you, as Ed, must uncover to complete the mission. An individual character may run away, hit, jump, throw hot pieces of toast, chase Ed or perform any number of other actions in response to a given situation. These and many

# Bumblin' and a-rumblin'

By Alex Lee



# featuring Tonic Trouble & Buck Bumble

<b>Source(s):</b>	Keith Sloan, UbiSoft
<b>Materials supplied:</b>	In-development cart and sketches
<b>Extra information:</b>	Artwork and text CD
<b>Development location:</b>	Paris, France
<b>Playable version:</b>	Yes
<b>Percentage complete:</b>	80% (TT) 60% (BB)
<b>Estimated release date:</b>	June (TT) Sep (BB)

Below: No wonder Ed's in Tonic Trouble. He's got Marty Feldman's eyes and Mr Ed's teeth. Ah ha. So *that's* why he's called Ed



other features are now possible because of the advanced artificial intelligence of UbiSoft's new engine.

## Pop goes the galaxy

Emulating the playful tone, multiple worlds to conquer format and broad appeal of Ubi Soft's blockbuster hit Rayman, Tonic Trouble begins when bumbling Ed accidentally drops a mysterious can during a scientific exploration of the galaxy. When the can falls to Earth, its contents unleash a series of mutations that affect humans, plants and animals. Ed is ordered to make amends by rescuing the can from Grogh the Hellish, a demonic rankster who harnesses the can's powers to declare himself Master of the Earth. Our hero then embarks on a string of adventures that bring him in contact with killer vegetables, unleashed guards, a desert of inverted pyramids, magical

cocktail glaciers, a mysterious plant located in a pressure-cooker and numerous other wonders. As he ducks and dives from challenge to challenge, Ed can pick up weapons ranging from a magical bow-tie to a surreal shape-changing stick.

Ed has the ability to jump, run, crawl, swim – on the surface and underwater – glide through the air, hang onto the edge of walls, climb up and down a rope, carry, push or pull a variety of objects, and use his stick as a blowpipe to attack enemies. Ed's friends and foes include a magic mushroom, villain guards able to fly with the help of helium, a crazy scientist who is going to help Ed throughout his adventure, fierce carrots, lunatic toasters and aggressive corns. The game is designed for all ages. Check the full review in next month's N64 Pro.



Below and right: Four million dollars worth of actual in-game screenshots from Tonic Trouble







**Q:** Who was the first bee in space?

**A:** Buzz Aldrin

► **T**he Evil Herd, a vicious assortment of alien mutant insectoids, has depraved designs on the native insects of the world. Enslavement and inexhaustible food supplies are only part of their barbarous scheme. But is the world just going to sit back and let itself be turned into stomach fodder? Not if Buck, a decidedly irate bumblebee, can help it! He's armed with a sting in his tail and ready to go to war against the invading hordes. His mission's simple – to crush the Evil Herd and save the world.

Buck Bumble is a 3D action shoot'em-up spread over 27 increasingly challenging and hostile missions playable by up to four 'bees' simultaneously. Five of the 27 missions are hidden and can only be unearthed by nifty flying and devastating shooting. Each mission has a primary objective and some have smaller secondary objectives. If a mission has a secondary objective it allows the player to complete – or help in – the completion of the primary objective. For example, the primary objective may be to knock out the Herd base, with the secondary one to destroy the power supply. The player can choose to replay any mission he has tried before in order to complete the secondary goals or attempt to find hidden areas.

Buck Bumble is broken up into three zones. The first two feature 11 missions each and make up

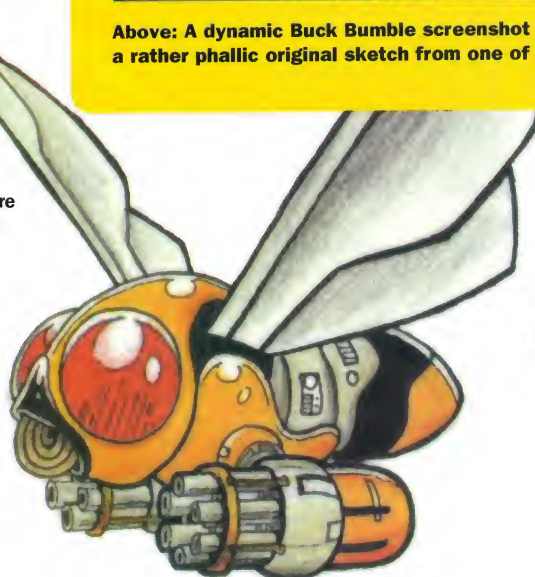
## Speakin' words of wisdom, let it bee



**Above:** A dynamic Buck Bumble screenshot – wow, check the lens flare effect – and a rather phallic original sketch from one of the game's art team.



**Below:** Every insect-hater's worst nightmare – armoured bees



the main portion of the game. The third zone is hidden from the player and can only be accessed by collecting all the golden fleas, placed throughout the first two zones, and completing the game ranked as an 'Ace' pilot.

A total of three in-game views give you, as Buck, the chance to be a bee. The first person perspective is the most frantic way to play as you buzz around at the same sort of pace as the spaceships in the Japanese version of Starfox.

When you first play Buck Bumble, however, the third person perspective or the third person overlaid complete with shields, radar indicators and lives are the more reasonable alternatives before you fully get to grips with controlling Buck.

## Breakin' out in hives

As gamers familiar with UbiSoft's forays into the 32bit arena (Rayman and Street Racer for example) will expect, Buck Bumble features some stunning explosions and special effects – we've played it and we've seen 'em. Another nice gameplay touch is the ability to pick up and utilise Herd derived weaponry captured from defeated enemies. Buck Bumble's progressive mission structure continually throws up new challenges, surprises and rewards. With a dramatic soundtrack and distinctly odd audio effects – even for a video game – Buck Bumble should prove to be one of the most inspired third-party releases this autumn.

**Left:** Almost, but not quite, exactly the same screenshot as the one above





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# Preview Acclaim

*Even when there's a near-complete software drought, you can rely on Acclaim to be there, handing*

Acclaim made an indelible mark in the N64 race genre when it released *Extreme G* 10 months ago to blanket coverage and complete critical er... acclaim. Scoring 91% in the debut issue of *N64 Pro*, it averaged an incredible 92% across the discerning UK specialist press. Still selling well and at the time of writing holding onto a place in the N64 top 20, *Extreme G* was always destined for a sequel to re-whet the appetites of a nation of gamers wanting another adrenaline fix.

## Audioweb

The good news is that there is going to be a sequel. The bad news is that it's not out until November at the earliest and as a result not a lot's known about *Extreme G 2*. N64 Pro did some investigative work and, when pushed, an insider at Acclaim not only supplied us with some impressive track sketches and some early screenshots, but also the following facts –

- It'll be faster than the original with more tracks
- The new tracks will have completely mad gravity defying twists and turns
- There'll be more bikes to choose from
- Exciting new multi-player options have been added

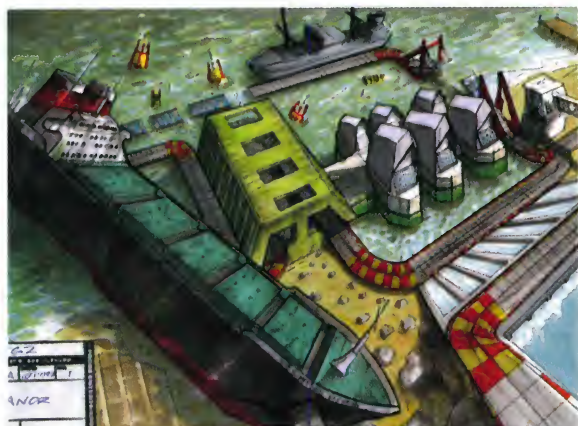
## Human League

New bike designs will feature the *Extreme G 2* pivot suspension system. This means each bike is pivoted at its centre of gravity, enabling them to perform outrageous tricks and stunts and to handle even the most hairpin of bends.

We'll have monthly updates for you as



and when new information becomes available – for the time being, however, all you speed freaks will just have to keep on playing Acclaim's original incarnation and marvel at the delicious artwork that we've been privileged enough to see first ●



Left: The Aquanor track looks as if it'll test even the most hardened of gamers



# Taking<sup>the</sup> Accl

By  
Alex Lee



featuring  
*Extreme G 2*  
*South Park*  
*All-Star Baseball '98*  
*Turok 2*

<b>Source(s):</b>	Simon Smith-Wright
<b>Materials supplied:</b>	Artwork, Screenshots, Text files
<b>Extra information:</b>	Acclaim Website ( <a href="http://www.acclaim.net">www.acclaim.net</a> )
<b>Development location:</b>	All over (see text)
<b>Playable versions:</b>	See text
<b>Percentage complete:</b>	Various
<b>Estimated release date:</b>	All 1998

out ice-cold bottles of Oasis



Left: Britain's most unusual pub name – the Hanged Cow

**O**h my God! Now you too can kill Kenny! Acclaim recently announced that they are to develop PC and video game titles based on the popular Comedy Central adult animated series South Park, created by Trey Parker and Matt Stone. And the South Park gang look set to take over consoles worldwide in 1999.

Kenny, Kyle, Stan, Cartman and the melodious Chef are the outrageous characters that have twisted their way into the hearts of adult comedy fans. In America, episodes of the series have had an average three to five million viewers each week. South Park has created a sales frenzy in retail stores, selling millions of T-shirts, hats, stickers and other merchandise featuring the characters.

#### Cabaret Voltaire

"South Park is not your average, politically-correct animated comedy, which is why it has caught the world's attention – people can't wait to see what they're going to do next," said Frank Sagnier, Head of marketing at Acclaim Entertainment (Europe). "The addictive quality of the show's characters and stories is great fodder for creating mature-rated video games. We anticipate that we will launch these games with the same type of major marketing campaigns that were so successful with Turok: Dinosaur Hunter and NFL Quarterback Club," added Sagnier. "We're going to



work hand-in-hand with everyone at Comedy Central to make South Park as popular in the interactive entertainment arena as it is on television."

#### Ultravox

Larry Lieberman, vice president for new business development at Comedy Central commented, "We are excited to collaborate with them on this project and to extend the South Park humour to the interactive entertainment world."

"We have married the leader in the video game industry with the king of cable programming," added Lisa Shamus, vice president of licensing at Hamilton Projects, Comedy Central's licensing agency. "We look forward to working with Acclaim to add another home-run to their impressive roster of hits." ●



Left: Mark (a.k.a. Stench) always gets the best jobs

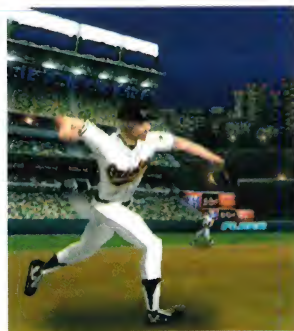
# aim!





# Preview: Acclaim

*Is there no stopping the Knightsbridge-based gaming maestros?*



More than enough sub-standard import games somehow get released officially, so it's a surprise that none of the baseball games of Japanese origin have made it either to these shores or the USA. Some of them have actually been quite good (in fact, three of the four are excellent – Famista 64 – an office favourite – King of Pro Baseball and Powerful Pro Baseball 4), but no-one has wanted to take them on. All that's about to change now, however, with three big guns lining up at home plate, with a fierce fight to achieve baseball supremacy about to ensue drawing Acclaim, Nintendo and GT into the race for home runs.

## Gary Numan

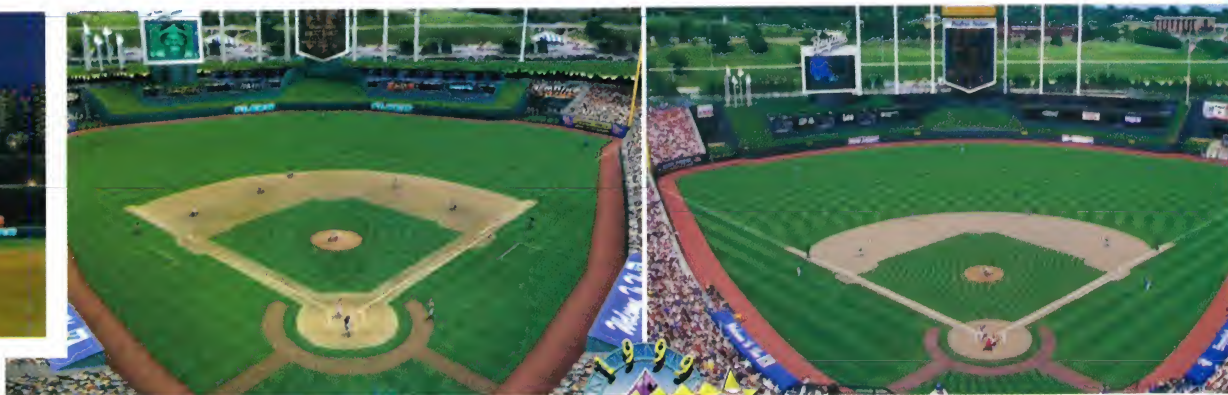
The same team that brought N64 owners NFL Quarterback Club '98 is working on a baseball game that already is well on its way to becoming the most visually stunning sports title yet for the console. Although the frame rate is not yet optimised (afterall, the game is still less than 80% complete), the animation is perfect and there seems to be numerous different types of swing, pitch and run, varying from player to player!

Iguana, the team behind NHL Breakaway promises that the finished game will run much faster than Quarterback Club '98, which has enjoyed phenomenal retail success in the USA, and will have at least as much graphical detail, if not more.

All-Star Baseball '99 isn't without competition as Nintendo and GT Interactive are both releasing their games around the same time, but in terms of looks nothing else even comes close. So it's not surprising that Acclaim are confident of their chances of an upset again, like the one they achieved last year when they amazingly, and convincingly usurped EA Sports' latest Madden incarnation.

## Nirvana

All-Star is currently the only baseball game in hi-res mode on the N64 – everything is highly



ACTUAL N64  
SCREEN-SHOT

PHOTOGRAPH

**ALL-STAR  
BASEBALL**

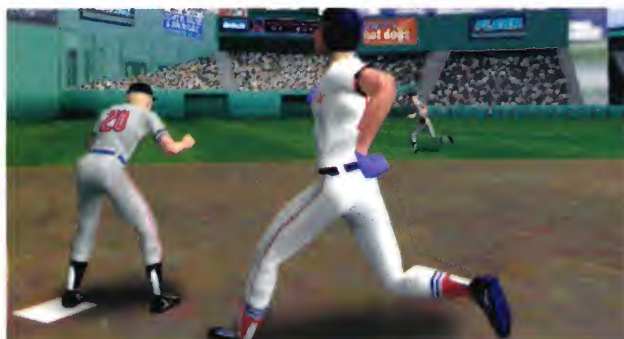
**ACCL  
SPORTS**

detailed, right down to the player's facial features. And because all players have been motion captured, the animation is incredibly smooth and practically flawless. In ASB '99 the players move with a fluidity so convincing that everything almost looks real. On the downside, the frame rates are starting to suffer, but Acclaim are working hard on this and it should be rectified for the final version.

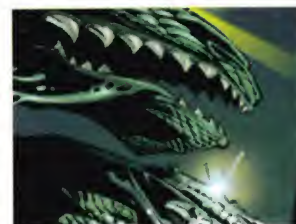
ASB '99 has enough options, licensing, stats and style to make any baseball fan happy, and it's still got a fair way to go in its development. Assuming the development team can knock the frame rates into shape MLB featuring Ken Griffey Jr and GT's Mike Piazza's Strike Zone could find themselves stuck on first base ●



**Left hand page: Stunning looking graphics set ASB '98 apart from the more simplistic, cartoony baseball games we've seen recently**







Left: Turk City – a brand new location to hammer your way around in, brutally murdering dinosaurs as you go

**E**xtinct? You've got to be kidding... Dinosaurs are making a comeback. Fresh from the slaughter-fest that was Turok comes a whole new herd of monstrosities and they're out to avenge the deaths of their prehistoric parents.

### New features

- Deathmatch play for up to four players via split screen allows players to compete in a number of different styles of deathmatch play.
- Eight totally unique graphic sets give each level in the game a totally unique atmosphere
- "Soft skinned" creatures
- Advanced real-time lighting



Left: Expect stuff like this in Turok 2, except in far greater detail



- Superior game design and level layout
- Advanced "T2-3D" engine
- All new enemy AI routines
- Movie quality soundtrack

### Gameplay

- One player quest mode similar to that seen in the original Turok.
- Multi-player mode – which will appeal to fans of GoldenEye and other first person shooters. The multi player mode will include team play, deathmatches and an all new game – Frag Tag.

### Atmosphere

- Covered with evidence of firefights, blood streaked walls, drag marks on the ground, etc. Darker and more threatening
- All enemies will act smarter, look more dangerous, and move faster than the enemies seen in Turok.

### The levels

Enhancing the sense of adventure and discovery, the feeling of wandering through an enormous, sprawling world will be retained, but it will be unravelled to the player as they progress and discover more secrets and hidden areas, which will contain weapons and keys needed to complete the game. There are eight levels in Turok 2. Each level is made up of several secret sections separated by barriers that can be opened only by finding and using devices such as keys or sacred talismans.

### Quest mode

After having defeated the Campaigner, Turok destroys the Chronoceptor by throwing it into a volcano. In doing so, Turok

unwittingly awakens an even more deadly foe – The Primagen – who lies imprisoned in a spacecraft buried at the core of the lost land. The Primagen's space craft is held in place by an energy field, which is anchored by five energy totems. Now that the Primagen has awakened, he uses his psionic powers to send forth the dark natured creatures of the Lost World to destroy the energy totems and set him free. Once free, The Primagen plans to break through the wall dividing The Lost World from Earth and take over our world. Turok realises the apocalypse he has set in motion, and knows the only way to reverse it is to stop the Primagens servants from destroying the five energy totems, then find and destroy the Primagen himself.

### Multi player

Two main types of gameplay for deathmatch play:

- Bloodlust – which is a straightforward melee in which every player attempts to frag his opponent. Can be played in team, timed, or frag limit modes.
- Frag Tag, which is a completely new type of deathmatch play where one player is automatically chosen to be 'it'. The object of the game is for the non 'it' players to kill the player who is 'it'. This player must reach a predetermined check point, at which time, a new 'it' is designated. The one catch is that the player who is 'it' is unarmed, has a target on his back, a wimpy/frightened run animation, and squeals in fear throughout the entire game!
- Turok deathmatches will differ from other multi player games in that players can choose to play as many of the different characters from the one player game.

### The sniper bit

A sniper will function based on a 'Sniper' AI routine that will dictate how the enemy behaves and what its parameters are. Enemies will play far better than the enemies in Turok, no matter what class they belong to ●





# THE BIGGEST GIVEAWAY EVER 3!

*The magazine with the most valuable  
giveaways lives up to its reputation  
once again with another fine selection  
of competition prizes up for grabs*

## Question 1

**10 Sword For Truth Manga vids**  
As the wise father buddha said, 'Tell the truth or you'll get a sword up your ass'



## Question 2

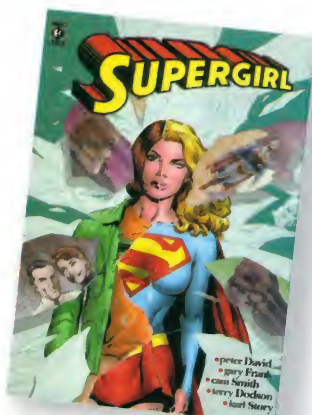
**5 Wishmaster T-shirts**

Up pops my fairy godmother, with her 'I'll give you three wishes' routine

## Question 3

**5 Supergirl graphic novels**

Exciting literature starring Superman's sis, or is it his missus, we can never remember



## Question 4

**5 X Files: Skin Deep graphic novels**

Spooky goings on with drawings of Mulder & Scully



**BIGGEST GIVEAWAY EVER WINNERS from issue 5:** Nagano carts (Ans: curling) – JP Cunningham, Lancs, A Messenger, Kent, L Clews, Walsall, P Mellon, Corby, R Hipkin, Wallingford **ISS 64 carts** (Ans: Chris Sutton) – K Pursey, Oxford, R Tenwick, Ipswich, J Terrett, Dereham, M Dickman, Liverpool, D Brewer, Manchester **Goemon punch bag** (Ans: featherweight) – S Leytonstone, Leeds **Pole Position Carts** (Ans: Villeneuve) – P Coombes, Hitchin, S Shepherd, East Sussex, James Hudson, Oxfordshire, C Cawthorn, Suffolk, N Herbert, Lincoln, P Graham, North Shields **Steering wheels** (Ans: round & round) – N Cooper, Cromer, R Swan, Ayrshire, S Hack, Malvern. **Congratulations!**



**I wanna  
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What are you  
waiting for, then?  
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the right, NOW



## Entry form

Answer as many or as few of  
the questions as you like, but  
remember, you have to be in it  
to win it! Or something

**PLEASE PRINT YOUR ANSWERS CLEARLY**

### Question 1

**10 Sword For Truth Manga vids**

Name the most famous sword in Arthurian legend

### Question 2

**5 Wishmaster T-shirts**

How many wishes do genies tend to grant?

### Question 3

**5 Supergirl graphic novels**

How many Supergirl movies have there been?

### Question 4

**5 Preacher: Ancient history graphic novels**

Complete the title of Dawn French's rubbish series – The .....  
of Dibley

### Question 5

**5 EA World Cup 98 kit bags**

How many team are competing in this summer's World Cup?

### Question 6

**5 EA World Cup 98 boot bags**

How many boots would Rolf Harris' Jake The Peg wear?

### Question 7

**5 EA World Cup 98 games**

Who scored for England, other than Geoff Hurst, in the 1966  
World Cup final?

### Question 8

**GT 64 stuff**

What does GT stand for?

### Question 5

**5 EA World Cup 98 kit bags**

'Kit' yourself out with one of five  
EA World Cup 98 kit 'bags'

### Question 6

**5x EA World Cup 98 boot bags**

Got a pair o' boots? Get yourself  
a bag to put 'em in

### Question 7

**5 EA World Cup 98 games**

Reviewed this very issue. Now  
you can win one of five

### Question 8

**GT 64 stuff** Ocean/Infogrames have promised  
to give us a load of GT 64 related goodies

Entries to be in before May 31. Send to **Biggest Giveaway  
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**Add-ons**

# Periphe Vision

by Noely



*This month I've been doing a bit of Scuba diving courtesy of the latest Phillips' gadget as I plunge headlong into the watery depths of the peripheral scene*

LMP are known for their mint joypads, so you can understand why this rather gorgeous chick is chewing on the lead and looking all happy about it. Perhaps to her it tastes of the finest liquorice?

## Race Leader 64

The Race Leader 64 is a steering wheel and pedal unit for the N64. It's the first thing we've seen from the company Guillemot, and so far this is a fine debut.

The wheel has just about every feature you could want on such a wheel. An adjustable steering column to alter the angle, a handily placed D-pad to let you navigate the menu screens, a couple of F1 style gear paddles situated just underneath the wheel, as well as the now standard rumble pak compatibility.

The wheel proved excellent to use with a good wide turning arc, solid construction and all the necessary buttons in easy to reach places. Indeed, this wheel is up there with the best we've tried (though I still prefer Logic 3's Top Gear). The pedals are as flimsy as ever, but to be fair that's a criticism of all the wheels we've tried. That aside though, and at a very reasonably priced £59.99, this wheel and pedal combo is a bloody good buy.



SCORE: 





# ral



This lass, however, hates this hand controller from InterAct and rightly so, as it's a bit ropey. Which is something you can't say about her cos she's ream

## Peripheral Chart

Here's our top 5 N64 peripherals as chosen by your very own N64 Pro panel

### 1 Nintendo Controller

Try as they might, none can match this for looks and lastability

### 2 Datel Action Replay

Datel proves that cheaters do prosper with the Action Replay

### 3 Top Gear Steering Wheel

The best wheel around for all-out driving thrills

### 4 Interact Ultra Racer 64

A futuristic mini-driving controller that works excellently

### 5 Race Leader 64

A new entry from Guillemot, this is a top wheel at a fine price



Still the No.1  
It's Official!

## Good Vibrations

Logic 3 has entered the royal rumble ring with this latest addition to the N64 peripherals line-up. The Vibration Pack will come in three models and is essentially Logic 3's answer to the rumble pak. The Vibration Pack has a two speed vibration letting you choose as much or as little rumble as you want.

The three models are the standard at £9.99 plus two others that come with memory on board, meaning there's no annoying switching between rumble pak and memory pak. These have 256K, and 1MB memory and retail at £14.99 and £19.99 respectively.

All the packs are sturdily built, have quite a strong rumble and are competitively priced. With only perhaps the 1MB pack seeming slightly pricey. Otherwise we've had nothing but good vibes about the Vibration Pack.



SCORE:



# News



## DON'T HOLD YOUR BREATH

**A**re you looking for a more involved gaming experience? A regular TV just not good enough for you? Phillips are promising a truly immersive gaming experience with its latest VR gadget the Scuba Headset.

The headset works with all 32/64-bit game consoles as well as PC's, VCR's and DVD players and provides affordable HMD (Head Mounted Display) technology at a fraction of the price you'd normally expect to pay.

The Scuba boasts a full colour display (with adjustable brightness and contrast) and a wide field of view that excludes all exterior light, thereby increasing your immersion and focus on the game. It also offers dynamic stereo sound through its 'off ear' headphone design and it also promises to be fully upgradeable.

At \$300 the Scuba isn't cheap, and as yet we haven't been able to get our mitts on one to give you the full lowdown. Rest assured we will as soon as we can. In the meantime and as we await a more affordable price drop, here's a list of some of the best games to play on the Scuba.

## MONSTER BUNDLE

Nintendo of Japan recently revealed that the forthcoming Pocket Monster Stadium game is to be released on cartridge (not on 64DD as previously thought). Even more exciting was the announcement that the cart will be bundled with the forthcoming GB Pak.

The GB pak, for those who aren't in the know, is basically an add-on that plugs into the controller pak slot of your N64 and transfers data from your Gameboy cartridge onto your N64. This then allows you to upload data from a GB version of Pocket Monsters onto your N64 version of Pocket Monsters and thus witness the monster (which you will previously have nurtured while on the move) battling it out on your TV screen in glorious full colour.

The GB - Pocket Monster bundle is still scheduled for a June release over in Japan with no details of a price as yet. Hopefully, we'll see a UK version before the end of the year. Expect this to be huge, monstrous in fact.





# Goal of the month:

By Alex Lee



Action Replay

# Six of the best 6

*The game that just wouldn't go away has come back! Yes, we're back on ISS this month or Jikkyou World Soccer 3 to be precise, after last month's selection of spectacular goals from NHL Breakaway '98*



**1** Geoff Hurst turns inside Helmut Haller



**2** Liverpool and England's inside forward lengthens his considerable stride



**3** He's away – Haller and Seeler are trailing in his wake



**4** Hurst lets fly a vicious left-footer



**5** Hans Tilkowski, the West German 'keeper, throws himself to his right in vain



**6** The net bulges and the glorious England team are a goal up!



**1** Beckenbauer, on a jaunt upfield, side-foots a diagonal pass to team-mate Overath



**2** Overath wrestles Moore to the ground and the ref blindly waves play on



**3** Moore clutches his knee as Overath finds himself in with a shooting chance



**4** He works the ball onto his right foot and prepares to let fly



**5** Banks is beaten – even at full stretch he's still inches away from the ball



**6** England's all time great 'keeper disconsolately picks himself up

**Vote for Goal of the Month!** Tell us which goal you thought was best and win an N64 game of



## Tricks of the Trade

### Turn away from your marker

As you're about to receive the ball, turn 180° and you'll either evade your marker completely or draw a foul. Don't turbo while you're doing this, or else you'll lose control of the ball

### Chip and swerve

Always apply aftertouch when you use the chip button. This way, if an opponent gets to the ball first with his head or foot, the ball will skew away at an awkward angle. You've also got an advantage as you know in advance which way the ball is going to swerve

### The unguided shot

If you're a long way out and one of your defenders is controlling the ball, hit a shot with the right shoulder button pressed down at the same time. A dipping effort should result, causing the 'keeper all sorts of bother

## Goal of the month, March



Goal E, Acceleration and Skill – winner Justin Jones, Herts

### Goal C



1 Rolf Harris takes on two UAE defenders at the same time



2 He beats 'em both with a shake of this didgeridoo



3 Head and body over the ball, he has a go from all of 30 yards



4 Look at the muscles on that leg!



5 Just like his boomerang, this ball ain't gonna come back!



6 By the power of the wobble board, it's gone in! The crowd go into a stylophone-led frenzy

### Goal D



1 Martin Peters tears down the left wing



2 He's running for World Cup glory in front of a packed Wembley



3 West Ham's star player swings over a tantalising, hanging cross into the box



4 Geoff Hurst's made a great late run into the six yard box



5 He meets the ball with a sweet left foot volley



6 Get in! Two World Wars and one World Cup, doo-dah, doo-dah...

### Goal E



1 Platini's in acres of space in Spain's half



2 The sluggish Spanish centre halves'll never catch him



3 He's hit that with all the power his French foot can muster



4 Such unerring accuracy – the ball's heading irretrievably for the top corner



5 The 'keeper had no chance, even after such an athletic leap



6 Don't worry, goalie – at least you tried!

### Goal F



1 Rocheteau teases the Spanish defence on the corner of the six yard box



2 He shoulder charges the centre half out of the way



3 Using his bulky physique, he loses his hapless marker



4 But has he pushed the ball too far ahead of him?



5 No! He gets a shot in through a crowd of players



6 His fellow French forward Platini gets out of the way to allow the ball to fly into the net



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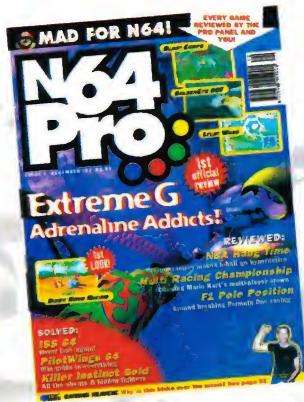
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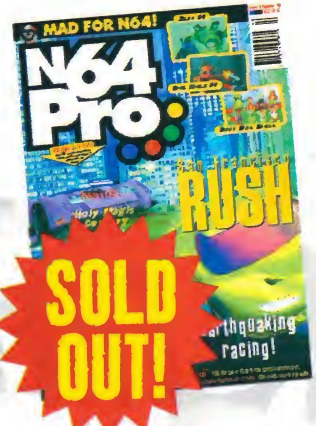
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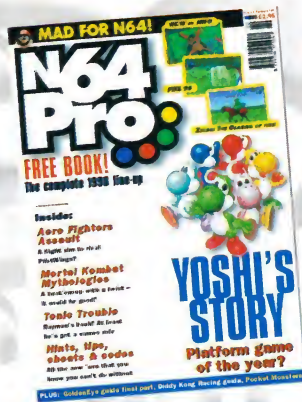
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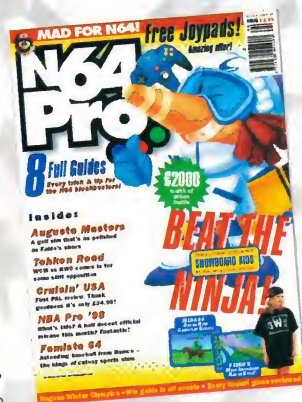
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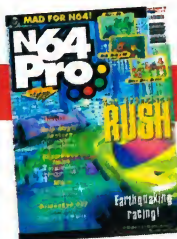
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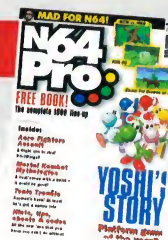


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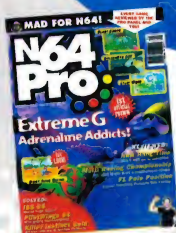
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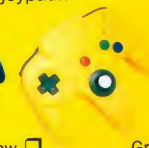
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# Feed

Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk

*This month's letters pages are filled with correspondence from N64 fans all over the world. So, after only a mere eight issues, N64 Pro has officially the world's greatest N64 debating chamber right here. Want to be part of the phenomenon? Send a letter in now to the Freepost address above. It couldn't be easier **ALEX***

## Animal Nitrate

I have never written to a magazine before. Anyhow, I live in Australia, in Newcastle. My name is Brett Anderson. Firstly, I would like to say thanks for the magazine. I personally think that's it's the one of the best N64 mags on the market at the moment (the British ones also make it to Australia).

Although I also like the PI\*\*Station (My older brother has one, but also likes the N64), Nintendo is still No.1. In the 'Profile' part of your book you have scores from other mags such as - N64 Magazine, Total 64 and 64 Magazine. All of these have come to Australia as well. In Issue 2 and Issue 3 you provided the readers with a huge GoldenEye players' guide and I would like to thank you for that because it has helped me when playing the best game ever produced. I reckon it deserves a 96% compared to your 94%.

One other thing I would like to mention is the feature in Issue 3, the Last Man Standing feature. I thought it was a great addition and thought that either Mario or Diddy Kong was going to win or they would be both together in the final, not Goose out of Pilot Wings. I want you to do more features like this in the future. Although we get British mags here in Australia, we also have our own. It's called N64 Gamer. I reckon it's the best mag in the world, better than yours (sorry for the

rating) but it was really close to call.

The thing about British mags is that here in Australia we get our games before you even go to print (probably) and this can seem annoying at times as I can get halfway through the game and then I read what they're like. This happened with Top Gear Rally. Although I did not get Issue One of N64 Pro or the video that went with it I have heard great things through the Feedback section.

**Brett Anderson, Newcastle, Australia**



**Are you the lead singer out of fop-pop combo Suede? If so, a few free advance copies of your next single wouldn't go amiss. N64**

**Gamer is better than N64 Pro, is it? You'd better send us one so we can see what we're doing wrong. We're the best mag in the UK, so the next step has to be global domination.**

*'I want you to do more features like this in the future'*

**Stereotype? Och no, laddie**



*A castle, where Scots live*

Firstly I would like to say that I have read the Feedback page in your wonderful March issue, and I read the letter from some fool from Sanquhar in Scotland. I hope it hasn't given you

**Right: Just some of the top quality Spook peripherals that you could win by sending in the star letter**



a bad impression of Scotland, as we are not all like that.

Secondly, I would like to know how much the 64DD is likely to cost when it arrives. How much are the games likely to cost for the 64DD? Thirdly, I would like your opinion on what Mission: Impossible is going to be like. Do you think that it will be worth buying and what is the difference between the cart version and the 64DD version? Will there be more puzzles and the like? I would also like to know your opinion on what game I should get next.

PS March was the first issue I bought of your magazine, and I thought it was excellent.

**Euan Duncan, Inverness**



**To answer your question about the DD, I'll quote Noely from issue 6, 'Reports are looking promising with suggestions that it will retail**

**for less than \$100 in the US and possibly for even as little as \$80.' As far as puzzle games are concerned, there are several already available in Japan, such as Puyo Puyo Sun (which Take 2 are soon to release over here under the name of Carbunkle's Adventure) and Fire Electric Pen (reviewed in issue 6, scoring 60%).**

**It's doubtful, however, that the puzzle genre will take off in a big way in the UK as our gaming preferences are way different to**



**Left: Brett Anderson, lead singer of popular music outfit Suede**



# Back

those of the Japanese.

Without being too negative, I can't imagine Mission: Impossible will be any good. Ocean have steadfastly avoided letting me see it since its very early stages of development – ages ago – and I reckon it'll either be a dog or not get released at all. I don't know

what games you've already got, Euan, but you can't go far wrong with ISS 64, GoldenEye 007, 1080° Snowboarding or Diddy Kong Racing.

## It is

I thought that there was supposed to be a reduction in the price of N64 games. It still has not happened. Nintendo and the other games peeps would make more of a profit if their games were cheaper because they would sell thousands more copies. People I know who have

bought PI\*\*Stations say they bought it rather than an N64 because of the cost of games. The cost of other things is also an issue, such as controllers. I mean, to have four player action on your N64 will cost you an extra £90 (as you get a controller with your console). Surely that's a bit expensive? It simply seems that everything to do with N64s is too expensive. Enough about that.

Have you got any cheats for FIFA '98, like the super teams you used to get on the old FIFA games? And why don't you lot and everyone else admit that FIFA '98 is the best footie game ever? I've got a theory why – because you've recently forked out £60 for ISS 64. Why did they bother making an N64 version when it is exactly the same as the PI\*\*Station counterpart ISS Pro? And finally, wouldn't it be great if Grand Theft Auto 64 was released?

**Danny Spears, London**



Profit margins are really tight, especially for third party publishers who have to shell out a heck of a lot of money in development and marketing costs as well as Nintendo getting their own cut from every cart sale. If carts had a lower RRP then even less third party publishers would release games than now. Big money corporations know how to make big money (you'll be surprised to hear) and cheap carts isn't the answer. We'd all like to live in a world where everything's cheap, but the gaming industry is completely profit driven and it's not just the N64, its carts and peripherals that are expensive. Why not get your mates to buy their own hand controllers anyway?

You might be surprised to know that although PI\*\*Station games are in general marginally cheaper than N64 ones, the profit margins on them are much higher. Nintendo-published N64 games have gone down in price (e.g. Cruis'n USA £34.99, Snowboard Kids £39.99), but unfortunately third party ones haven't followed suit – and that's because of the profit margins. We printed some cheats for FIFA 98 in issue 5. If you haven't seen 'em, write in again enclosing a SAE and I'll send you them through the post.

For the record, ISS 64 is far superior to ISS Pro – if you'd played both versions for any length of time you'd know that. FIFA 98 is a fine game in its own right, but for gameplay, longevity and realism, ISS 64 beats it to the ball every time. As for your '£60 theory', I'm afraid you're way off the mark. We get all our review copies for free. Grand Theft Auto 64 will not be released on the N64 so we'll never know – I'm not denying anything.

## In The Frame

I thought I'd just write and tell you why, when I've saved my pennies, I'm going to buy an N64. Being a Spectrum veteran I've been a game player for many years. I've played games on lots of formats. I think Nintendo has come to its senses at last! What prevented me from buying an N64 was the price. Now at around £100 and games available for around £40 the N64 can compete with any format.

I've read lots of mags, but yours is definitely the best. The right balance and no bad attitude is something most gaming mags lack. It's annoying reading some game reviewer who



swears and smarmily insults the readers. N64 Pro is a good, informative read and I read my copies several times over! I'm pleased to see Zelda 64's on its way. I hope the N64 will have a number of RPGs for it.

I have a PC, and I was at a crossroads where I could buy a new PC. But now I see I don't need to. The multi-player ability on N64 is brilliant – it seems that the N64 can cater for every type of game player. So it's goodbye Windows 95's insufficient memory errors, hello N64 playtime! Congrats on a great mag. I'll subscribe when I can afford to.

PS Could you explain to me frame rates and would you be able to compare N64 frame rates to other formats? I take it 30 is good, it's just Zelda 64 is between 25-30. Is that good or bad?

**David Moran, Corby**



Frame rates are basically the number of frames of animation a game gets through every second, with the higher the frames per second (fps), the faster the game. 30 fps, as you rightly guessed, is pretty good, but it's only really racing games, 3D search and destroy shoot'em-ups and some sports games that need really quick frame rates. As Zelda 64 is a sprawling RPG, making it hyper fast wouldn't improve it in any way, so 25-30 is probably just right. And yes, you can compare frame rates across formats.

## Colour Prejudice

Cheers for making a nice magazine etc. Firstly, I have to ask what your problem with colour is. The TV from which you take your screenshots always seems to have the colour turned up too high (see DKR Drivers; Guide, issue 4) or too low (see GoldenEye reviews, issues 1 & 2). Also, you don't actually use enough colour within the reviews, news and features sections. The only section I truly like is the Previews section. Well done, you got it just about right there.

A saving of £18.87 is really good and I am







Above: Someone get a gun and shoot this squirrel, please

► considering subscribing. But, I'm still not convinced. How much would it cost to get a subscription plus a FREE THING. Like a controller or a memory card or something. I understand that it could make it too much (have you seen the subs in 64 magazine?! Okay, you get 12 issues, a game and a guide book, but it costs £70! Who's going to pay that much? It's not like the games are those people don't already have! It's not like the magazine's any good either!

However, I digress... Even though you are the best N64 mag I have seen, I still think you should put more colour into it.

Graham Kett, Guildford



The colour of our screenshots have nothing to do with how the game looks on the TV we're playing it on. We could be playing the game in

monochrome and still determine exactly what colour the screenshots come out when the magazine gets printed. DKR is a very bright, brash racing game, so we used a colour balance to reflect its nature. The opposite applies to GoldenEye – it's more of a chilling, serious kinda game so the colours used were more moody.

We've found that the best way to present screenshots and text is on a white background – once magazines start going down Technicolor Avenue they become an awful, clashing mish-mash. Face it Graham, you still think our mag's the best and that's because of what you read in it, not because of what colour it is.

## Shock Horror

I have an N64 as opposed to my friend's PI\*\*Station, and in almost every category of game (minus beat'em-ups) my console totally wipes the

floor with his. For example, he has Doom, I have GoldenEye. He has F1, I have DKR and so on. But! There is a glitch in my otherwise dominant gaming collection. Yesterday he confronted me with a copy of Resident Evil in one hand and a smirk on his face. What else could I say or do but put pen to paper and tell you my problem?

Nintendo are totally lacking in the survival/horror genre. And of course Resident Evil is one of the most popular (and best) games on the PI\*\*Station. Surely, if anyone could develop a survival/horror game on the N64 – preferably Rare – it would be of benefit to everybody. The only thing I can see getting in the way of this idea is Nintendo's reluctance to put some blood in their games, although they were a bit daring with Duke Nukem.

PS Thanks for the definitive in-depth guide to GoldenEye. How could I have done it without you?  
Aaron Hunter, Birmingham



Much as it hurts Aaron, you're right. Duke is probably the nearest we'll ever get to a

## Letter of the month:

### A 'Bit' of a debate

N64 Pro is like a breath of fresh air in an already saturated market. I've been an avid game fan since I was 12 and was given my first computer – a Commodore VIC20 – and have seen machines and magazines come and go. The N64 is honestly the best piece of kit I have ever seen, and your publication complements it well!

For the first time in ages, I have seen a mag that is so for the consumer rather than themselves – from the price – a relatively cheap £2.95, the free gifts (the video was great), the cheap subscription (that's REAL value) to. But most importantly, the Reader Review – a chance for one of Joe Public to



Left: These peripherals are all yours, Keith. Lucky old you, eh?

give HIS honest opinion (we all know there are some reviewers who are a bit biased out there!). After all, it's him who's going to buy your mag and the games that are featured. Some mags have lost sight of that little fact. The only gripe I have about your mag is the Feedback page – that title does nowt for me when I'm hung over!

Anyway, to the crux. I know your mag is not aimed at a specific age group (which is why I put up with some of Mark's reviews. How old is he anyway?), but I have just read Feedback and I have had enough. Robert Gray of Sanquhar. Fair enough, defend your console, but resorting to petty name calling? Very tough. Ooh, I bet you're a right little sod in the playground! Alex, praise is given to not rising to that tosh. I was a PI\*\*Station owner – it's a great little machine in its own right and developers are constantly pushing the speed and graphics to their limits. I'm impressed – who wouldn't be?

Now, take one of Sony's first ever games –



Left: Messrs Bean and Brosnan ready to shoot Conker

'survival/horror' game on the N64 as Nintendo has traditionally been a family-orientated entertainment company. There should be some pretty dark moments on Zelda 64, Body Harvest and Castlevania 3D, but nothing like the all-out carnage splatterfest that is Resident Evil.

## Dubious Claims

As far as I can see, the only thing missing from N64 Pro (the best mag on the shelves at present) is a high scores chart. Now, I know that this has been tried by other inferior magazines before, but I have come up with the ideal way to provide the most comprehensive way of finding the country's



# Back

best N64 gamers. How? Well it's very simple. Just don't ask people to send in photos/videos as proof. I for one have been put off sending my hi-scores into other mags because of the requirement for this expensive proof. Simply ask for the scores, wait four or five months, print the winner's name, and then ask for evidence. This would encourage far more people to write in, and coupled with your freepost service and the incentive of maybe a prize or two, would make a great addition to your mag. Just to start the ball rolling, here's my best times for DK Racing. Enjoy!

Ancient Lake – 0:51:71 (yes, it's true!) Fossil Canyon – 1:19:65 Jungle Falls – 0:55:93 Hot Top Volcano – 1:24:03 Whale Bay – 1:08:95 Pirate Lagoon – 1:23:10 Crescent Island – 1:29:13 Treasure Caves – 0:54:85 Everfrost Peak – 1:47:23 Walrus Cove – 1:55:43 Snowball Valley – 0:59:10 Frosty Village – 1:37:51 Boulder Canyon – 1:47:16 Greenwood Village – 1:32:91 Windmill Plains – 2:06:53 Haunted Woods – 0:59:86 Spacedust Alley – 2:02:56 Darkmoon Caverns – 2:09:15 Star City – 1:43:01 Spaceport Alpha – 2:04:33 Impressive or what? Anyway, keep up the good work, I'll expect my prizes soon.

**Steve Brooks, Leicester**

Toshinden. At the time pretty ground-breaking. Now, put it next to Tekken 3 or Fighting Force – two superb games. Look at how much the speed and graphics have improved! Good stuff, eh?

Now have a good look at an N64 game of the same ilk – let's say Mace. Arguably, it's not as good as one of the above. Ah, but remember – the developers have had over two years to squeeze everything out of the chipsets possible, and a bit more. That's not a fair comparison, then. Try putting it next to Tekken, which came out at around the same timespan as Mace. Bit of a difference, eh?

Imagine what N64 games will look like in two years, when the developers have found new ways to implement and even trick the N64's chipsets to move polygons faster, make sampled speech and music clearer and such like. I agree with what you said about quality v



**If anyone reckons Steve's idea is a good one, please write in and tell us so. If you've got a better idea, or have recorded faster times, write in as well.**

**Until then, Steve's the DKR king (although he hasn't sent pictorial proof, so that makes his claims a little on the dubious side).**

## 30 Yarder

I am writing to you concerning the latest 'Goal of the Month' featuring ISS 64. I have looked at the six best that have been chosen and believe that I have a "goal" that surpasses any of the contenders so far. Even though the six goals chosen are all good they become very easy to score once the game has been mastered. In my quest to score more and better goals on what has to be the most incredible football game of all time (until ISS '98), I have found a way of scoring goals similar to that of Gheorghe Hagi against Colombia in USA 94 or Stan Lazaridis' goal against Newcastle at St James Park this season

quantity too. Think about the expansion possibilities with the forthcoming 64DD, the revolutionary camera and controller systems. The rumble pak. The proposed Voice Response system. I could go on. Just remember this, Rob, PI\*\*Station – 32bit, N64 – 64bit. Technically, the latter is the superior. Think about what I've said – I'll see you in two years mate. Guys, my subscription's on its way.

**Keith Hayes, Halesowen**



**You're talking sense, Keith. The future's so bright us N64 gamers have gotta wear shades, while**

**PI\*\*Station owners'll have to make do with rose-tinted spectacles**

**Left: Bird with large knockers and sharp sword out of Mace. Don't mess – you know what happened to Bobbit**



(with the keeper on level 5).

To begin with, you need to attack down the wings and create space to have a shot by using the one-two or delayed one-two. The player should receive the ball at the near touchline and sprint upfield until somewhere near the corner of the area. Whilst sprinting, shoot towards the far corner but pressing the right shoulder button as you shoot to produce an 'unguided shot'. If you shoot hard enough the ball should loop high into the air and with minimal swerve it loops over a fully stretched diving keeper and into the far top corner.

You may think this is bollocks, but you will only be able to pull off what I believe is the best goal possible on ISS 64 if you shoot with a defender. This is because if you shoot with a player who has good ability and power the result is a very annoying hard, low shot into the goalkeeper's arms. Because a defender is weak on these two, initially his shot will look destined for row 'Z', but it will dip dramatically into the far corner.

Even though this move sounds quite complicated because you have to get one of your defenders to an advanced wide position, I have found by using either the 'side attack strategy' or simply by placing a 'go forward' arrow on your full backs they will overlap your wide midfielders and run up the line.

I am a great fan of your magazine and I can imagine everybody at your office battling out quality matches on ISS 64 like myself and all of my friends do round my house. I would advise you to persevere with this move if at first it doesn't succeed because once one hits the onion bag you won't want to score any other way. If you manage to score this way (as I'm sure you will), could you please publish it in next month's issue to show ISS 64 lovers how to score great goals from 40 yards.

**PS** Using France or Spain's full backs usually works, whereas Germany's, Italy's and Brazil's are too powerful.

**Richard McEwen, London**



**It can be done, although the anticipation overshadowed the moment when it finally went in! The unguided shot can be used all over the pitch – see Harris'**

**goal in this month's Goal Of The Month. By the way, how did you know Shay Given was on level 5? Judging by the way he lost sight of Lazaridis' shot, I'd say he couldn't have been on more than level 3. Only joking...**



# Profile

# The ULTIMATE

## Charts

### Top Rating Games - N64 Pro

If anybody knows N64 games, it's us. So here's our definitive top-ten games available on the N64.

1	(1)	Diddy Kong Racing	96%
2	(2)	GoldenEye	94%
3	NEW	1080° Snowboarding	93%
4	(3)	Nagano Winter Olympics	93%
5	(4)	ISS 644	93%
6	(5)	Super Mario 64	92%
7	(7)	Lylat Wars	91%
8	(8)	Mario Kart 64	91%
9	(9)	Pilotwings	91%
10	(10)	Extreme G	91%

\*Numbers in brackets denote last month's position

### Top Rating Games - All Mags

Get all the mags, get all the scores, throw them through a mathematical blender and this is what it spouts out. The most definitive top ten in existence.

1	(1)	GoldenEye 007	95.2%
2	(2)	Diddy Kong Racing	95.0%
3	(3)	Super Mario 64	94.8%
4	(4)	ISS 64	93.2%
5	(5)	Lylat Wars	92.8%
6	(6)	Wave Race 64	92.4%
7	(7)	Extreme G	92.0%
8	(8)	Mario Kart 64	91.8%
9	New	Fighters Destiny	90.6%
10	(10)	Madden 64	90.0%

\*Numbers in brackets denote last month's position

Even the finest games console on earth has its fair share of duff carts. How can you tell the fine from the foul? Simple, just take a good long look at our complete guide to N64 gaming. Including every official release and all the import games you're likely to come across. N64 Pro is all you need to know

### 1080° Snowboarding 93%

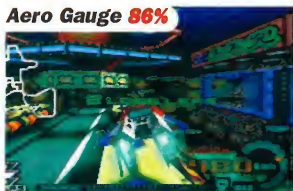
**New entry**



**Rare UK Out Now**  
N64 64 86%  
NIN N/A TOT N/A  
Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. The same team that simulated water in Wave Racer have created a flawless reproduction of the wet white stuff in 1080° Snowboarding. You really feel the snow, ice and thick powder as you hurtle down the mountain. The graphics are nothing short of inspired, with beautiful scenery and some of the finest animation we've ever seen. You feel completely in control of your 'boarder thanks to the great control system and the wealth of tracks, stunts and tricks to learn mean you'll be playing this for a long, long time. The best snowboarding game we've ever seen on any system. Games just don't come more highly recommended than this.

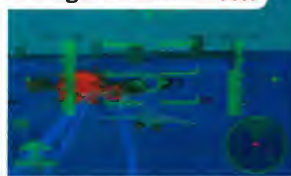


### Aero Gauge 86%



**ASCII/ Locomotive US OUT NOW**  
N64 10% 64 47% NIN N/A TOT N/A  
Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Possibly the most argued about score to date, so take a good look before you buy.

### Aerofighters Assault 68%



**Titus UK OUT NOW**  
N64 60% 64 61% NIN N/A TOT 48%  
This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. Its slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't. Get Lylat Wars instead.

### Augusta Masters 80%



**T&E Soft Jap Out Now**  
N64 N/A 64 N/A NIN N/A TOT N/A  
Ruin a good virtual walk with this credible golfing game. The first golf game to appear on the N64 manages to put in a good performance with solid gameplay and a wealth of features to choose from. The graphics are a bit drab though and there's only one course included which makes things a bit repetitive.

### Automobili Lamborghini 76%



**Titus UK OUT NOW**  
N64 67% 64 80% NIN 76% TOT 72%  
More racing shenanigans, this time Titus give us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Desperately dull gameplay (especially in multi player mode) and twitchy controls make this an awkward and unrewarding experience.

### Blast Corps 89%



**Nintendo UK OUT NOW**  
N64 88% 64 88% NIN 87% TOT 89%  
Wanton destruction on a global scale with this smashing game from Rare. Use demolition vehicles to clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. A right good blast!



# GUIDE to N64 gaming

## The Stamp of approval

A seal of quality only given to the very finest video games in the whole world. If you see a game with this boot mark on it then rest assured that it's a worthy purchase that will entertain you for ages



## KEY

**N64** = N64 Magazine,

**TOT** = Total 64 Magazine,

**64** = 64 Magazine,

**NIN** = Official Nintendo Magazine

### Bomberman 64 73%



Hudson UK OUT NOW

N64 50% 64 81% NIN 80% TOT 75%  
The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode but the manic gameplay of the original seems to be missing.

### Dark Rift 71%



Vic Tokai IMP UK TBA

N64 72% 64 88% NIN 73% TOT 84%  
An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting, but the gameplay is shallow and uninvolved. So if you're looking for a great beat'em-up, go for Virtual Hiryu No Ken or Fighters Destiny instead.

### Chameleon Twist 81%



Sunsoft/ Ocean IMP UK TBA

N64 70% 64 72% NIN 77% TOT 51%  
A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gamer, but it's great fun while it lasts.

### Diddy Kong Racing 96%



Nintendo UK OUT NOW

N64 90% 64 95% NIN 94% TOT 95%  
Jaw-droppingly outstanding, DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it - it's the law.

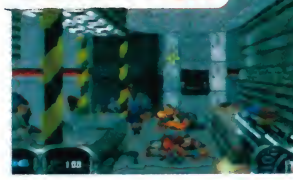
### Cruis'n USA 40%



GT Interactive UK Out Now

N64 24% 64 31% NIN 59% TOT 59%  
An incredibly dated game with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins any fun factor the original arcade game had and the steering is hyper-sensitive, making controlling your sports mobile nigh-on impossible. Race past this game when you see it in the shops.

### Duke Nukem 64 86%



GT Interactive UK OUT NOW

N64 86% 64 90% NIN 91% TOT 90%  
Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans, but be warned, nobody does it better than Bond so get GoldenEye first.

### Clayfighter 39%



Interplay UK OUT NOW

N64 N/A 64 13% NIN 25% TOT N/A  
Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

### Doom 64 71%



GT Interactive UK OUT NOW

N64 80% 64 81% NIN 85% TOT 92%  
The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. Get GoldenEye instead.

### Dual Heroes 35%



Hudson Soft US OUT NOW

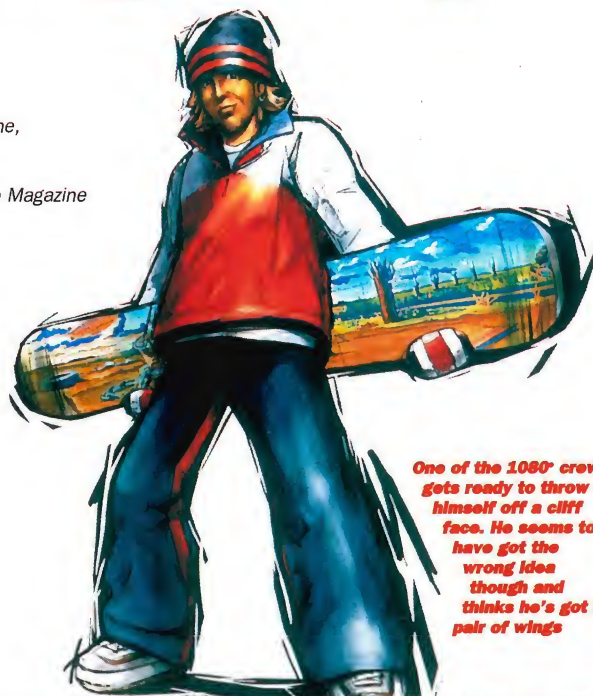
N64 28% 64 28% NIN N/A TOT N/A  
Power Ranger look-alikes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort.

### Extreme G 91%



Konami UK OUT NOW

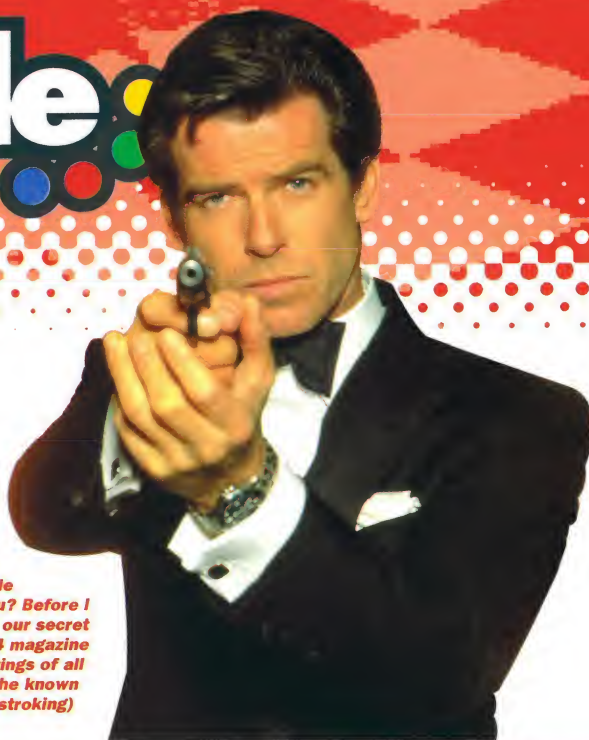
N64 94% 64 91% NIN 90% TOT 94%  
Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look at this.



One of the 1080° crew gets ready to throw himself off a cliff face. He seems to have got the wrong idea though and thinks he's got a pair of wings



# Profile



*So Mr Bond, you just thought you'd take a look at the blueprint to our top secret guide to N64 games did you? Before I kill you I'll just tell you our secret plan for total N64 magazine domination with our listings of all the N64 games in the known world. (Cue manic cat-stroking)*

## Hexen 86%



GT Interactive UK OUT NOW  
N64 69% 64 45% NIN 60% TOT 63%  
I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

## Famista 64 90%



Namco Jap Out Now  
N64 N/A 64 N/A  
NIN N/A TOT N/A  
Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. An amazing two-player game.

## F1 Pole Position 70%



Ubi Soft UK OUT NOW  
N64 71% 64 86%  
NIN 75% TOT 80%

An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. A tiring racing game that lacks all of the excitement of the real thing. Horrendous pop-up, lousy commentary and a shoddy feel keep this racer in the pits.

## GoldenEye 007 94%



Nintendo UK OUT NOW  
N64 94% 64 96%  
NIN 94% TOT 98%

The smoothest secret agent of all time comes to the N64 with the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels that require ingenuity, sharp shooting and a cool head.

## ISS 64 93%



Konami UK OUT NOW N64  
92% 64 91% NIN 93% TOT 97%  
Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

## FIFA '98: Road to World Cup 87%



Electronic Arts UK OUT NOW  
N64 N/A 64 85 NIN 90% TOT 78%  
A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.

## Fighter's Destiny 89%



Ocean UK Out Now  
N64 86% 64 92% NIN 90% TOT 93%  
A decent fighting game finally hits the N64. Excellent graphics with a real arcade game feel lifts Fighter's Destiny above all the competition. And it isn't just a pretty face, Fighter's Destiny plays well with originality and masses of playability. If fighting's your thing, skip Saturday night and buy Fighter's Destiny.

## Jeopardy 38%

Gametek US IMP N64 N/A 64 N/A NIN N/A TOT N/A

**New entry**

A US quiz show that makes precious little sense to anybody in good ol' Blighty. Jeopardy tries to be a quiz show with a difference with the chirping robotic host giving answers and then asking you to give the appropriate question. Not as hard as it sounds, although like many quiz shows originating in the US, the questions are often Americanised and obscure to people living outside the US. Unfortunately, this is far from being the only problem with Jeopardy. The graphics are terrible and it has all the action of a graveyard with motionless contestants set in a dull lifeless setting. Wheel of Fortune is hardly outstanding, but at least it has a moving wheel and uses the rumble pak in a gimmicky way.



## FIFA 64 38%



Electronic Arts UK OUT NOW  
N64 39% 64 29% NIN 67% TOT 76%  
A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship.

## Fire Electric Pen 60%



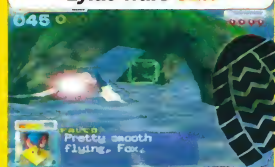
Hudson Jap Only  
N64 65% 64 N/A NIN N/A TOT N/A  
Possibly the strangest game to have passed through the N64 Pro office. Guide a ball down a tube without touching the sides or a buzzer goes off. To add to the distractions a commentator screams at you in Japanese and all the time a counter is ticking down. Fun in a odd sort of way, but by no means a stunner.

## Killer Instinct Gold 41%



Nintendo UK OUT NOW  
N64 62% 64 75% NIN 84% TOT 69%  
One of the least impressive beat'em-ups on the N64. This is a 2D fighting game that looks more suited to the SNES than the 64bit powerhouse. The gameplay is ropy and relies far too heavily on learning complex combos and elaborate button tapping. Leave this one alone and go for Fighters Destiny instead!

## Lylat Wars 91%



Nintendo UK OUT NOW N64  
94% 64 95% NIN 93% TOT 91%  
Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breathes new life into the shoot'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the frantic gameplay.



### Mace: The Dark Age 78%



**GT Interactive UK OUT NOW**  
**N64 81% 64 76% NIN 89% TOT 89%**  
 A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative. Adequate, but comes off second best to Fighter's Destiny.

### Madden 64 90%



**Electronic Arts UK OUT NOW**  
**N64 92% 64 80% NIN 89% TOT 89%**  
 The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay.

### Mystical Ninja Starring Geomon 86%

**Konami Out Now**  
**N64 N/A 64 70% NIN N/A TOT 89%**

A weird one this and no mistake. Guide Geomon around a surreal 3D area (much like Mario) whilst talking to people about the large peach-shaped UFO that has invaded their world. The Geomon series has often been praised for its inventiveness and this shows all the imagination of the earlier games. The main game sees you wandering around attacking enemies and talking to people, but there's a load of sub-games like fighting with mech-robots, riding dragons or bowling a barrel at an obstinate guard. Noely loved it, but some of the other members of N64 Pro found it a bit tedious.

### New entry



### Mortal Kombat Mythologies 28%



**GT Interactive UK Out Now**  
**N64 N/A 64 75% NIN N/A TOT 31%**  
 A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

### Mario Kart 64 91%



**Nintendo UK OUT NOW**  
**N64 91% 64 94% NIN 90% TOT 93%**  
 A flawed genius, that builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. Diddy Kong Racing is a better game these days.

### Mischief Makers 87%



**Enix UK Out Now**  
**N64 90% 64 80% NIN 82% TOT 43%**  
 A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot complements this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible.

### Mortal Kombat Trilogy 55%



**Midway UK OUT NOW**  
**N64 34% 64 62% NIN 56% TOT 78%**  
 The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. MK was always a bit clumsy but these days it looks completely out of place on the N64. Roll on MK4 which is in full 3D and at least has good graphics.

### NHL Breakaway 90%

### New entry



**Acclaim Out Now**  
**N64 N/A 64 88% NIN 88% TOT N/A**  
 The N64 is rapidly earning a reputation for high quality sports sims, which suits us right down to the ground, and it's games like NHL Breakaway '98 that deserve a lot of the credit. The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64 thanks to this stunning sports sim. The game looks incredible with high quality graphics and silky smooth animation. Not only that, but it looks and plays well no matter which camera angle you use (a rare thing in sports sims.) It performs like a dream and is easy to get into, but difficult to master. And to top off an already tasty cake, the game has a horde of options including the ability to create custom players to your own specifications (including name, weight and appearance.) You couldn't ask for more from a sports sim.



It's almost spooky how Noely and Geomon have the same haircut and bushy eyebrows



# Profile

## MRC 80%



**Ocean UK OUT NOW**

**N64 81% 64 67% NIN 83% TOT 80%**  
One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've ever seen, but still far from the best. Take a look at Diddy Kong Racing or Top Gear Rally instead.

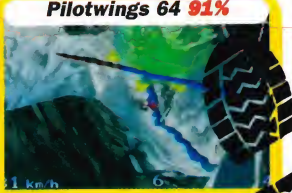
## NBA Pro '98 70%



**Konami OUT NOW**

**N64 N/A 64 70% NIN 85% TOT N/A**  
The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. A full NBA license means that all the teams and players are fully represented and are complete with accurate statistics, but the graphics are so blurred that any detail is lost, and the gameplay is very tedious.

## Pilotwings 64 91%



**Nintendo UK OUT NOW**

**N64 89% 64 89% NIN 84% TOT 95%**  
Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

## Super Mario 64 92%



**Nintendo UK OUT NOW**

**N64 96% 64 95% NIN 95% TOT 96%**  
The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

## Nagano Winter Olympics 93%



**Konami OUT NOW**

**N64 32% 64 77% NIN 84% TOT N/A**  
Track n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!

## NFL Quarterback Club '98 86%



**Acclaim UK OUT NOW**

**N64 86% 64 80% NIN 91% TOT 90%**  
Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden.

## Puyo Puyo 64 70%

**Compile JAP IMP**  
**N64 N/A 64 N/A NIN N/A TOT N/A**

Bloppy Tetris makes its way onto the N64 with this cute puzzler from Compile. Guide falling blobs so they connect with balls of the same colour. The graphics are cute and the blobs all have personality traits. Leave a blue blob on its own for a while and it will give you a petrified stare. It may look cute, but this is one of the fiercest puzzlers we've ever seen. You have to perform combos of blocks to attack an opponent whilst trying to remove your own blocks, and the pressure really starts to mount up resulting in frantically manic gameplay. Good fun with two players, but the N64 soon shows that its better than you and the single player mode gets too hard too quickly.

**New entry**



## Nagano Olympic Hockey 84%

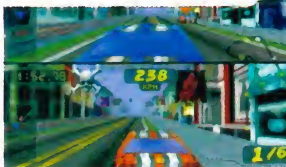
**Midway US IMP**  
**N64 N/A 64 75% NIN N/A TOT N/A**

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics. It's just as good as it ever was, but we're getting a bit tired of seeing the same game appear every couple of months with just a few tweaks. In this case those 'tweaks' amount to little more than a change of outfits for the hockey players. Having said all that, this is still a great hockey game that plays ludicrously fast and recreates the furious and often violent nature of ice hockey. You could do a lot worse, but NHL Breakaway '98 is better.



**New entry**

## San Fransisco Rush 88%



**GT Interactive UK OUT NOW**

**N64 N/A 64 75% NIN 74% TOT 57%**  
This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

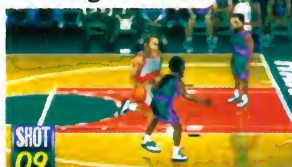
## Snowboard Kids 84%



**Atlus UK OUT NOW**

**N64 88% 64 80% NIN N/A TOT 80%**  
A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race.

## NBA Hang Time 74%



**Midway UK OUT NOW**

**N64 52% 64 60% NIN 75% TOT 51%**  
What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets.

## Oozum 75%



**Bottoms Up Jap Out Now**

**N64 N/A 64 N/A NIN N/A TOT 39%**  
Big-headed, pot-bellied, head slappin' fun is to be found in this game depicting the most noble of martial arts, sumo wrestling. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. Great fun but a bit basic.

## Shadows of the Empire 60%



**Nintendo UK OUT NOW**

**N64 78% 64 88% NIN 86% TOT 61%**  
Nintendo's Star Wars license is a real 10 pence mixed bag of a game. It ranges from incredibly challenging (red liquorice shoelaces) to mind-numbingly dull (boiled mints). The flying sections are okay, but the Doom-clone bits are very dull. Don't get carried away with the Star Wars vibe, it soon becomes tedious.

## Tetrisphere 60%



**Nintendo UK OUT NOW**

**N64 69% 64 77% NIN 86% TOT 84%**  
Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

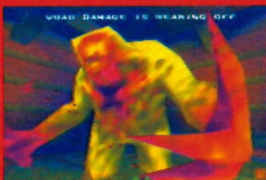


## Quake 64 88%

GT Interactive UK Out Now  
N64 N/A 64 N/A NIN N/A TOT N/A

Quake is the true sequel to Doom and has the same dark and moody atmosphere. You run around mazes filled with creatures waiting to be blown to smithereens with a variety of large guns. Every bit as good as the 3D enhanced PC version, but suffers from a few problems. Quake's main selling point was that you could network up to eight PC's together and have a mass slaughter. Consequently, the one player game on the N64 conversion isn't that good and although there's a two player game, it doesn't have the same atmosphere as a four player playing fest. Definitely not as good as GoldenEye, but still a decent shoot'em-up.

# New entry



## Tohkon Road 72%



Hudson Jap Out Now  
N64 49% 64 70% NIN N/A TOT N/A  
A Japanese wrestling game that dares to take on the mighty WCW vs. NWO, and in our opinion just ends up in a submission to its American counterpart. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front.

## Top Gear Rally 87%



Kemco UK OUT NOW  
N64 89% 64 90% NIN 89% TOT 85%  
An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games.

## Turok: Dinosaur Hunter 87%



Acclaim UK OUT NOW  
N64 91% 64 82% NIN 95% TOT 93%  
The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

## War Gods 38%



Midway UK OUT NOW  
N64 46% 64 59% NIN N/A TOT 69%  
Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

## Wayne Gretzky's 3D Hockey 84%



Midway UK OUT NOW  
N64 70% 64 84% NIN 84% TOT 90%  
This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64 but few games are.

## Virtual Hiryu No Ken 80%



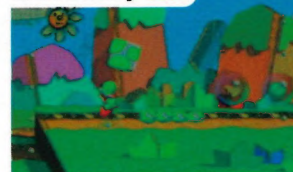
Culture Brain UK TBA  
N64 78% 64 78% NIN N/A TOT N/A  
A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. Great stuff!

## WCW vs. NWO 80%



THQ Out Now  
N64 70% 64 85% NIN 86% TOT 92%  
Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

## Yoshi's Story 88%



Nintendo JAP Out Now  
N64 86% 64 81% NIN N/A TOT 84%  
Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. It's very easy to complete but the huge amount of hidden objects and special ways to score enhance its longevity. Take a look if you're into platformers.

## Robotron 64 74%

Crave Entertainment US Out Now  
N64 N/A 64 82% NIN N/A TOT N/A

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation. Despite being updated the graphics still look a bit basic, but the action is as much fun as it ever was and the soundtrack is now truly great with lots of acid techno and pumping basslines. You use the analogue stick to move around a 3D square and the camera buttons to shoot in eight directions. All the time robots drop from above and try to kill you and any other humans that happen to be wandering around the screen. Pick up the humans for bonus points and pick up any extra weapons. That's about all there is to it so many people find it a bit limited.



## Wheel of Fortune 59%



Gametek US OUT NOW  
N64 N/A 64 45% NIN N/A TOT N/A  
You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

## Wave Race 64 90%



Nintendo UK OUT NOW N64  
90% 64 94% NIN 92% TOT 96%  
Don your wet suit and go jet-ski racing with one of the finest racing games to grace a home console with the most realistic water effects ever seen. A challenging championship mode, an excellent two player mode and a highly original stunt mode makes this a fantastic and original racing game.



Wave Race is still holding its own as one of the best racing games after all this time



# Next month

**Guess** when this was written?

April 7 1998. That's how far in advance we have to work in order to keep up our gruelling output of 13 issues of N64 Pro a year. Okay, so here's just a tiny taster of what we reckon'll go in next month's issue –

## Reviews

ISS 98  
Bio Tetriz  
Predator Racing

## Hints/tips/ cheats/guides

World Cup 98  
Quake 64  
GoldenEye 007

## Special Updates

Banjo & Kazooie  
Zelda 64  
F Zero X

## Previews

Turok 2  
Mission: Impossible  
Earthworm Jim 3D

## Plus



E3 Atlanta – Advance Report  
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*Alex*

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**Forsaken**



You never know, there might be a flood of official releases next month. **Alex**

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**Key Dates**

APR 9 ... Quake 64 ... N64  
APR 24 ... Mystical Ninja ... N64  
APR 24 ... Three Lions ... PLAYSTATION  
APR 29 ... Resident Evil 2 ... PLAYSTATION  
MAY 1 ... Premier Mgr 98 ... PLAYSTATION  
MAY 1 ... ISS 64 price drop ... N64  
MAY 15 ... Men in Black ... PLAYSTATION  
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